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# Dr. Dobb's Journal

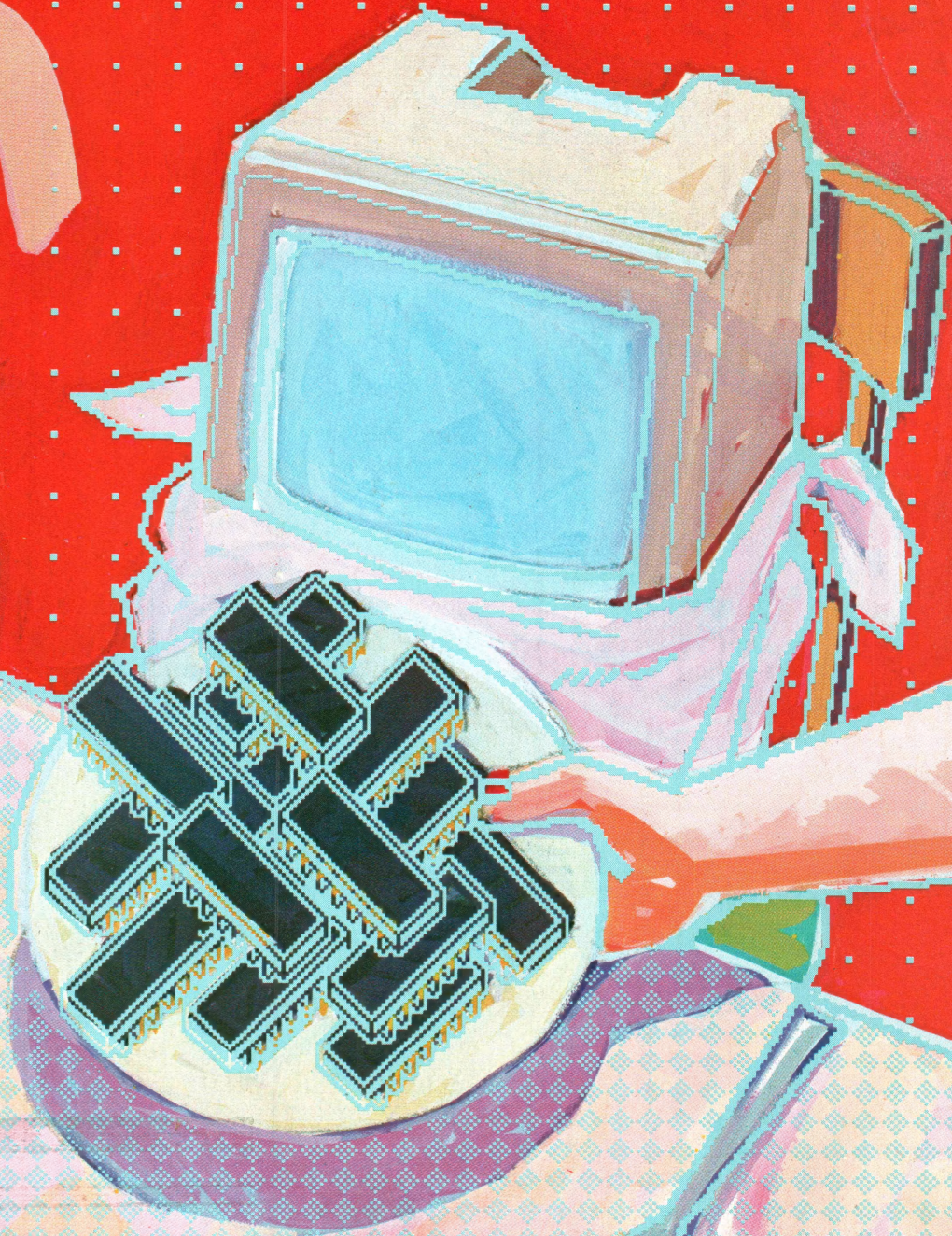
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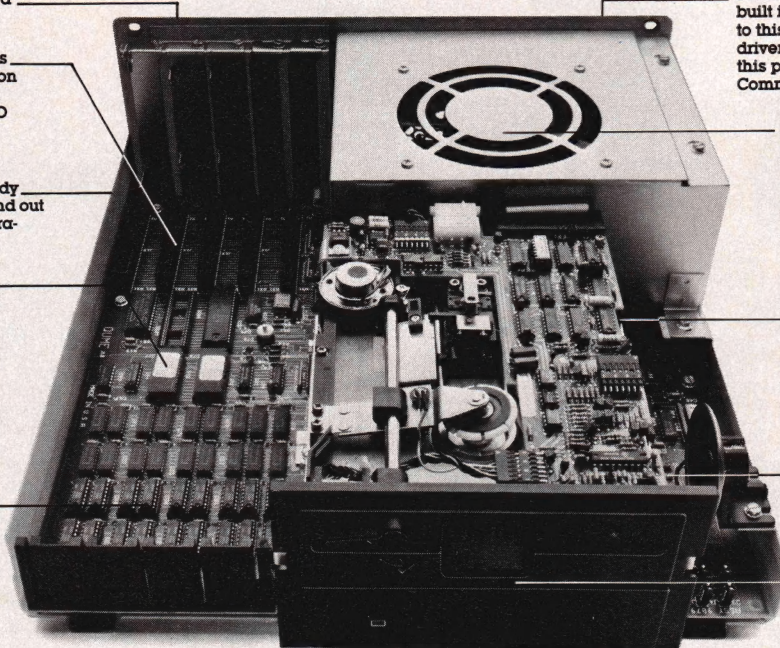
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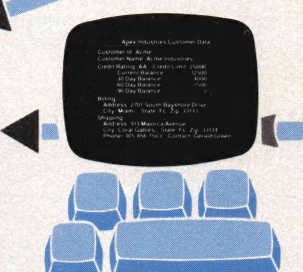
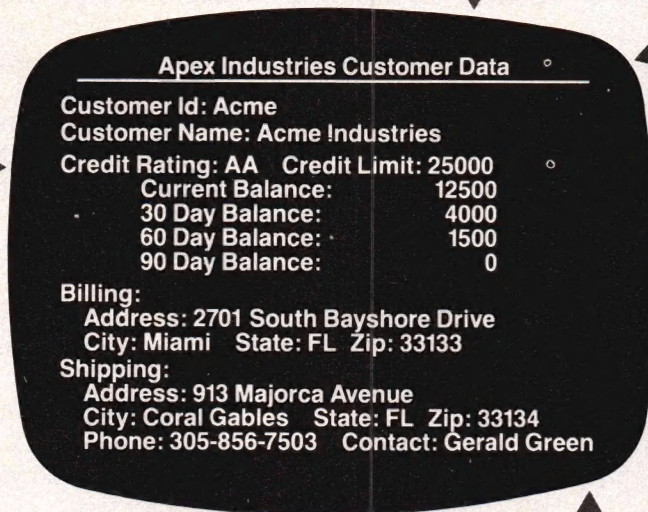
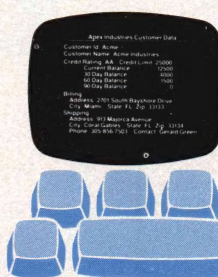
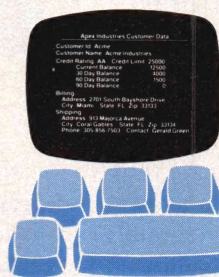
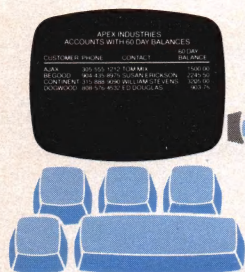
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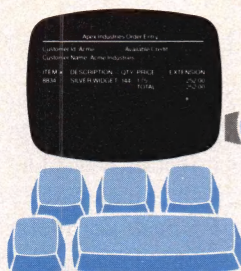
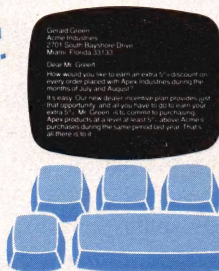
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# Dr. Dobb's Journal

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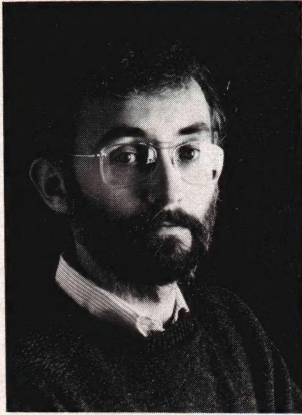
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I'd been looking forward to this conference for months and wasn't about to let the power failure darken or the rain dampen my spirits. From the cheerful arguments going on around me as we stood dripping in line outside the dining hall, I gathered that others shared my enthusiasm. The organizers of the Hackers' Conference had brought a hundred-odd insanely great programmers and a few writers to this isolated stretch of Marin headlands to discuss the future of the hacker ethic, and discuss the future of the hacker ethic we would; the weather was irrelevant.

The first session dispelled any illusion that we would find consensus on the meaning of the hacker ethic, outside of its having something to do with programming for the joy of it, and nothing to do with breaking into systems. There was a wide span of opinion about the commercial aspect of software development, from the belief that all software should be free to a what-the-traffic-will-bear attitude. Bill Atkinson, admitting that he wanted his QuickDraw routines for the Mac to remain proprietary for a while, looked uneasy when Lee Felsenstein encouraged the attendees to develop, in anarchic concert, a reverse-engineered, non-proprietary Hackers' Mac. Bob Wallace, whose shareware pay-if-you-like-it plan for PC Write was keeping food on his table, seemed amused by the debate. But there was consensus on several significant points: that hacking was worthy in and of itself, that the attendees ought to stay in communication with one another and that it was important to pass the torch to the next generation of hackers. That those present shared something worthy of passing on to others. At the end of the conference I walked out to the ocean and stood on the rocks above the surf, savoring the newfound sense of rational community, as though I had been through a Woodstock for grownups.

Three days later, in Las Vegas, cesspool of the American spirit, I stop midaisle to consult my Comdex program, but a heavy diet of suites has thickened my discriminative faculties until all the booths look alike, nor does the program identify the players, 80 thousand jaded innocents flown in from the undifferentiated heartland to dance the shuck and jive in tight suits, unsensible shoes, flat borrowed jargon. There are, an anonymous passerby pontificates as I pore through the program book, some Interesting Products here this year, though Nothing Revolutionary; this passing summary strikes me as the true smug theme of this year's Comdex. Some fashion war has been won, it seems: the pros, the working press, the veterans, having traded in last year's cynicism for smartmoney conservatism, even the quest for innovation now out of style, pose midaisle, sniffing out the Interesting Products.

One area still open to innovation, I suggest hopefully that evening in some smoky Comdex suite, is software marketing; I'm thinking of shareware, and Bob Wallace, who seems to be everywhere, smiles. The next day I meet Ramon Zamora midaisle in the MGM Grand and he explains that his new company is soliciting grant money to develop shareware, adding that "we call it 'public sector' software."

In another suite Lee Felsenstein elaborates on the philosophy behind the Hackers' Mac. It is a mistake to think of it as a product, he explains; it's a tendency; an appeal to the hobbyist willingness to try things out for no reward but the chance to learn. I promise to mention the idea in Dr. Dobb's.

Back in the office, I check with Randy on the update to the fatten-your-Mac article and the status of our in-house public-domain software bulletin board. Return a call from Bob Albrecht, who's excited about some plan to lure kids into programming in C. Read in Business Week that Steve Jobs thinks "[i]f Apple falters, innovation will cease." And smile.

*Michael Swaine*

Michael Swaine



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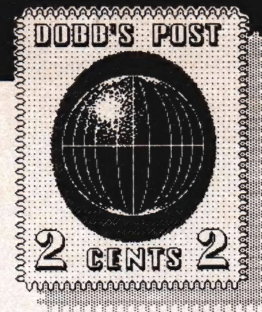
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## Spleen Ventilations

Dear *Dr. Dobb's*,

One very annoying thing that has come up recently is the holy war involving computer languages. It was never more apparent than in your October 1984 issue in the column "The Software Designer." Typical were the statements of Philippe Kahn, who was quoted as saying "C is a disease," and "When I see people writing spreadsheets in C, I think 'They're out of their minds.' It was designed to write operating systems," and "In Europe C is considered an American disease."

Really? C is a disease? How? Why does the fact that C's first job was operating systems disqualify it from spreadsheets? Forth was originally written to manipulate radio receivers. Does this mean that *Dr. Dobb's* should have rejected the article that demonstrated using Forth for the Fast Fourier Transform? *All of Europe hates C?* There hasn't been that much unanimity since WWII.

Now it may be true that C has some fatal flaw that will doom it to die, dinosaur-like, in some tar pit of abandoned operating systems. But Kahn certainly hasn't demonstrated it, and he has merely made himself look foolish by making statements that have no correlation with his thesis. And the sad thing is that he is not the only person doing this.

One of the most irresponsible statements I have ever read was that of Edsger W. Dijkstra, in his "How Do We Tell Truths That Might Hurt?" It read: "It is practically impossible to teach good programming to students who have had prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration."

Now, this is patently untrue—some of the best programmers I know start-

ed out self-taught in BASIC and write very clear, structured code. What I assume he meant, in all that rhetoric, was "BASIC is not a good programming language"—which is true in my opinion. But look at that quote again. I'll wager that there were hundreds of mediocre computer science teachers who leapt for joy when they read that. BASIC is implemented on almost every system, which means that it is hard to avoid coming across it and learning it. Having a hard time teaching that student certain programming practices? Well, he must have learned some BASIC—must be he's mentally mutilated. Might as well give up on him; he'll only flunk anyway.

If all we get are diatribes and spleen ventilations, what chance is there for the future of program language design? When a computer scientist merely rants instead of reasons, how seriously can one take claims of the designers of a new language?

It is incredibly annoying reading such nonsense because there are valid and rational reasons for not using a programming language. I personally will not use Forth, because I do not like reverse Polish notation, and because it is too close to assembly language for me to be comfortable with it. But I certainly will not condemn those who use it, and if they write good, efficient programs with it, more power to them.

Perhaps *DDJ* could run a series of interviews with software designers, discussing what language they use and emphasizing the positive. It might let people see more clearly just what they might be missing.

Thank you for a very interesting magazine.

John M. Gamble  
4471 Eastwood Dr.  
#18103  
Batavia, OH 45103

## grep.c

Dear *DDJ*,

Thanks for your wonderful public domain contribution of *grep.c* in the October issue. It has become a well-worn tool in my MSDOS 2.0 programming toolbox. There was an error in the program listing that you might warn your readers about to avoid many hours of "bug" hunting. At the middle of page 61 there is a call to *omatch* contained in a *while* statement passing only two parameters when three are required. The line should be:

```
while ( *lin && omatch(&lin,
    pat, boln) )
```

Thanks again for the *grep.c* utility.

Sincerely,  
Michael H. Cox  
3659 Gas Light Curve #5  
Montgomery, AL 36116

Dear *DDJ*:

It was with interest in learning more about structures and pointers in C that I studied Allen Holub's article on *grep.c* in the October 1984 issue. Perhaps you would be interested in knowing about an error in Listing Two, page 64. In the *while* loop of the *dodash* module there is a Boolean test on whether *dstart - dest < maxccl*. The last statement of the module is *return (dest-dstart);*. Can you tell that one of these is out of order? It turns out that if the former expression is adjusted to read *dest - dstart < maxccl*, then *dodash* will not try to expand a character class to more than *maxccl* characters.

You might think this bug is innocuous, but with my particular setup, this turns out to be fatal to the expansion of sets, like *[a-e]*, to character classes, like *[abcde]*. I think what's happening is that my compiler sees the pointers *dstart* and *dest* as unsigned, so that



when they are out of order the difference becomes a large unsigned value instead of a small signed value. This makes the *while* stop after the first pass! For the record, I use CI C86 on an IBM PC.

Signed,  
Scott D. Thomas  
354 Colorado Avenue  
Palo Alto, CA 94306

## Complex Numbers

Dear DDJ:

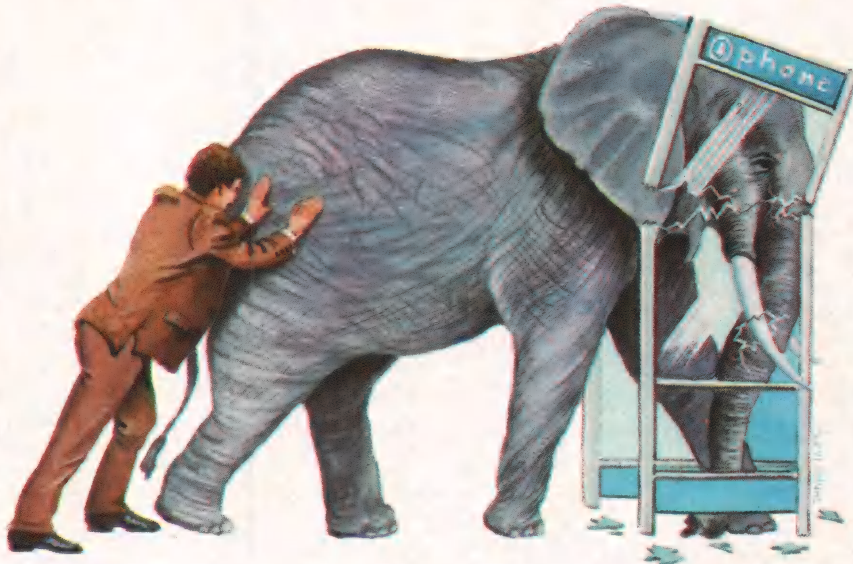
After publication of my article "Simple Calculations with Complex Numbers" in the October 1984 issue of *DDJ*, Mr. Alan Tracht of Cleveland Heights, OH, noticed problems with the routine Polar. For certain arguments, it would return incorrect results. He was kind enough to call me with suggestions for correcting the errors and also told me about a less cumbersome method for preventing floating-point underflow and overflow. A section of the revised program is presented in the Listing (page 10).

The **CONSTANT** section in the listing is a slightly revised version of the constants from the implementation section of Listing One in the original article. The new version of Polar is much simpler since it passes on most of the hard work to a new **FUNCTION** called **ATan2**. This function is a Pascal counterpart to a function found in most Fortran libraries. It takes two arguments, the first a dividend and the second a divisor, and returns the arc-tangent of the quotient. Because of the extra information inherent in the two arguments, the **ATan2** function can correctly handle right angles and determine the correct quadrant of the result. It is tailor made for conversions to polar coordinates.

During testing of the new function, I discovered that the UCSD version of **ATan** is not quite as "bullet-proof" as I had thought. It was necessary to add some protection for that function as noted in the listing. Such extra protection was not needed by Turbo Pascal or any of the C or Fortran compilers I used to check the new **ATan2** algorithm.

The **ATan2** function calls another new function, **SafeDivide**, which attempts to divide its first argument by

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Finally, I noticed a typographical error I made in the text of the article. In equation 6 on page 31, the calculation of the amplitude is given as taking the arctangent of the real coefficient divided by the imaginary coefficient. In fact, one must take the arctangent of the imaginary coefficient divided by the real coefficient. The order of the dividend and divisor in the original (and new) listing is correct, however.

Sincerely,  
David D. Clark  
246 S. Fraser St. #2  
State College, PA 16801

DDI

## Letters Listing (Text begins on page 8)

```
CONST MAX_REAL = 9.999999999999999999E+37;
      PI        = 3.14159265358979323846;    { pi }
      PI_OVER_2 = 1.57079632679489661923;    { pi/2.0 }
      BIG_SQRT  = 1.0E+19;                  { Sqrt(MAX_REAL) }
      CLOSEST   = 1.0E-19;                  { Sqrt(MIN_REAL) }
```

```
FUNCTION SafeDivide(x, y : Real) : Real;
{ divide x by y and intercept incipient underflow or overflow }
```

**LABEL 1:**

```
BEGIN { SafeDivide }
  IF Abs(y) < 1.0 THEN                                { overflow possible }
    IF Abs(x) > Abs(y)*MAX_REAL THEN
      SafeDivide := MAX_REAL                          { catch overflow }
    ELSE
      GOTO 1
  ELSE IF Abs(x) < 1.0 THEN                             { underflow possible }
    IF Abs(y) > Abs(x)*MAX_REAL THEN
      SafeDivide := 0.0                               { catch underflow }
    ELSE
      GOTO 1
  ELSE
1:   SafeDivide := x/y                                { a normal calculation }
END { of SafeDivide };
```

```
FUNCTION ATan2(x, y : Real) : Real;
{ take arctangent of x/y and account for right angles and proper quadrant }
```

```
VAR      a : Real;
```

```

BEGIN { ATan2 }
  IF y = 0.0 THEN                                { check for exceptional cases with y = 0 }
    IF x = 0.0 THEN                              { if both arguments are zero, return zero }
      a := 0.0
    ELSE
      a := PI_OVER_2                            { otherwise it's a right angle }
  ELSE BEGIN
    a := SafeDivide(x, y);                       { try the divide, preventing unseemly errors }
    IF a >= MAX_REAL THEN                        { probably tried to overflow }
      a := PI_OVER_2
    ELSE BEGIN
      IF a <> 0.0 THEN BEGIN

```



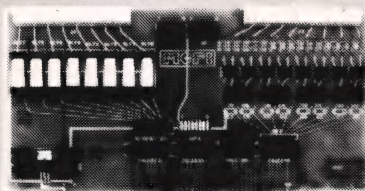
```

    { kludge to protect UCSD ATan }
    a := Abs(a);
    IF a > BIG_SQRT THEN
        a := PI_OVER_2
    ELSE IF a < CLOSEST THEN
        a := 0.0
    ELSE
        a := ATan(a);
    END;
    IF y < 0.0 THEN          { choose upper or lower half of plane }
        a := PI - a
    END
END;
IF x < 0.0 THEN            { choose left or right half of plane }
    a := -a;
    ATan2 := a
END { of ATan2 };
PROCEDURE Polar(Arg: Complex; VAR Modulus, Amplitude: Real);
BEGIN { Polar }
    WITH Arg DO BEGIN
        IF Abs(Re) < CLOSEST THEN
            Re := 0.0;
        IF Abs(Im) < CLOSEST THEN
            Im := 0.0;
        Modulus := Sqrt(Sqr(Re) + Sqr(Im));
        Amplitude := ATan2(Im, Re)
    END { of WITH Arg }
END { of Polar };

```

End Listing

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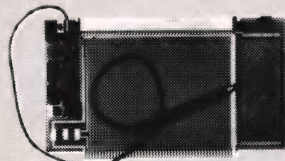


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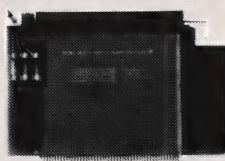
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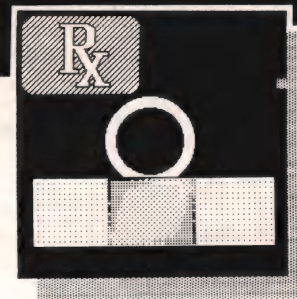
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by D. E. Cortesi

The compiled and analyzed results of your throughput measurements aren't quite ready for this January column as we promised. Next month.

## We C A Good Book

*A C Reference Manual*, by Samuel P. Harbison and Guy L. Steele, Jr. (Prentice-Hall, 1984; \$19.95) was published just too late to be mentioned in the C Resource List of a few months back. That's a pity because it is the best C resource we've come across yet.

The book is just what its title implies: a complete, authoritative, and (so far as we can tell) accurate reference to the C language. It is beautifully organized, with many small topics grouped logically into chapters. Each topic ends with a list in small type of all the other topics that are related to it, so that no matter where you start you can follow the threads of a concept throughout the book. Differences between C compilers are covered as they occur, matters of coding style and dangerous constructs are discussed, and there are many examples, mostly illuminating.

That it's useful and accurate is a credit to its authors, but that the book is so thorough is the result of its genesis: the authors say it "grew out of our effort to write a family of C compilers." They found that, "In spite of C's popularity . . . there was no description of C precise enough to guide us in designing the new compilers . . . [and none] precise enough for our programmer-customers, who would be using compilers that analyzed C programs more thoroughly than was the custom." So they compiled this one, and a good job they made of it.

## Structured Search

Deep in the code of the DIFF program (presented as a separate article in the

August *DDJ*), we posed a small problem in structured programming. At heart, it was nothing more than the old "loop with two exits," a problem that you're sure to meet whenever you confine yourself to the fundamental control shapes permitted by structured design.

In the context of that program, the problem went like this. A symbol table named ST (an array indexed from 0 to MaxSym-1) is being treated as a hash table to store Lines. Hash (Line) produces the initial probe of the table for any Line. Whenever we probe an entry of the table, we encounter one of three results:

- (1) If ST[S].HashVal is negative, then entry S is free and the present Line may be installed in it.
- (2) If ST[S].HashVal equals Hash(Line) and if ST[S].LineVal equals Line, then this Line has already been entered and S is its index.
- (3) Otherwise, some other Line is hashed to entry S, so we must try the next entry in succession, wrapping around at the end of the table.

The problem fits awkwardly into conventional program structures because the loop must terminate under either case (1) or case (2), but if it terminates under case (1) the new Line must be installed in ST[S]. In the original program (which was hacked together in a hurry), this was all done with Goto statements in an efficient but inelegant way. Several readers responded with rewritten functions, and the variety of their solutions is interesting.

Before looking at them, let's look at a side issue. We stated the equality test in case (2) in two parts for performance reasons. It takes little time to compare two hash signatures (integers). Different Lines, however, will occasionally hash to the same value, in which case (and only then) the slower test of comparing two variable-length strings is applied. In the published pro-

gram, this was handled with a compound IF statement,

```
if (ST[S].HashVal = H)
    and (ST[S].LineVal = Line)
    then . . .
```

Only Paul Sand of Dover, NH, noticed that such a statement is not good Pascal. "I want to bring to your attention a portability bug," he wrote. "The problem is that standard Pascal does not guarantee short-circuit evaluation of Boolean expressions. For example, in good old Apple Pascal, both tests will *always* be done no matter what the outcome of the first test, slowing things down considerably. Other versions of Pascal might do the tests in reverse order."

Sand is dead right. C promises to short-circuit the second (slower) relation when the first test fails, and Ada offers the CAND (conditional and) operator for explicit control of the sequence of tests. In Pascal, the only way to get the desired effect is to write:

```
if ST[S].HashVal = H then
    if ST[S].LineVal = Line then
```

When you do, you end up duplicating code in the ELSE leg of the now doubled IF.

Sand's version of the search code (Listing One, page 17) is a straightforward encoding of the specifications given above. An auxiliary Boolean variable, Done, is introduced to control the loop. Case (1) is handled as soon as it is discovered so that, on termination, cases (1) and (2) have been made identical.

A. Salemma (our approximation from a handwritten signature) of Washington, DC, and Wayne Rivers of Springfield, VA, sent solutions much like Sand's except that they used the more intuitive "Repeat . . . Until



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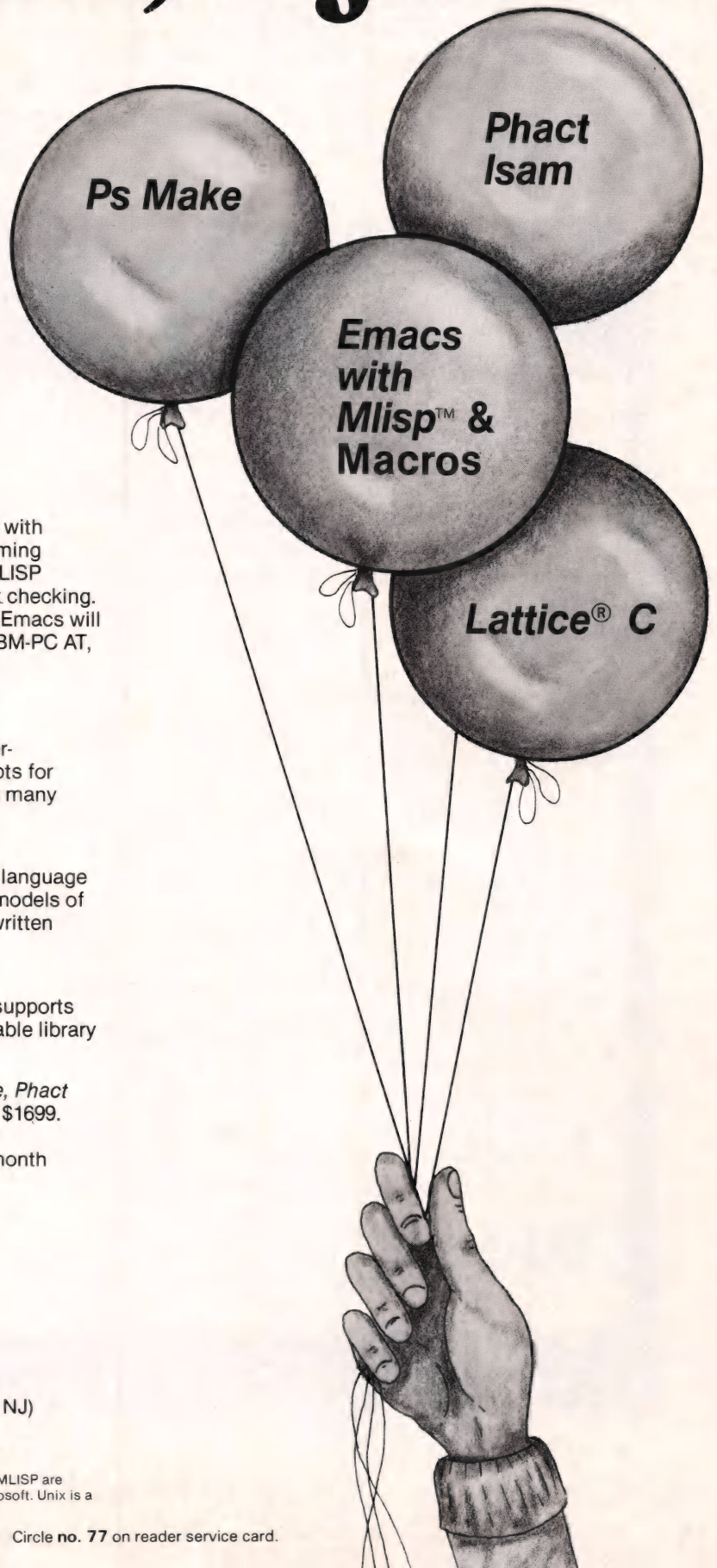
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Done" structure instead of "While Not Done Do."

It isn't necessary to handle all three conditions inside the loop. Fred Marchand of Bellingham, WA, rewrote the program in C for his own uses, but his implementation of the symbol-search function translates back to Pascal as shown in Listing Two (page 17). The loop ends when either case (1) or case (2) is discovered. The special case (1), entry of a new symbol, is handled out-

side the loop.

Gary Dale of Toronto, Ontario, took an approach which is similar to Marchand's but he made better use of Pascal's treatment of Boolean data (Listing Three, page 17). He was the only one to use a Boolean expression to set the value of the auxiliary variable. Dale made a number of other changes in the program, including implementing his own heap storage so that it could store more lines.

## Ragged Patches

No subject, it seems, inspires more imaginative, not to say panicky, adventures in typography than the program patch presented in a glossy magazine. In the past year, various PC-related magazines have carried articles on patching WordStar for this or that purpose as well as articles on patching other bits of MSDOS or PCDOS; each has used a different way of showing the necessary Debug commands.

It's just nerves, we think. The author knows that making a patch is a risky business; if it isn't done just right, the results will be unpredictable (and, fairly or not, blamed on the author). So the author writes down *exactly* what is to be done, making up typographic conventions for "what the computer will show" and "what the reader should enter" on the fly.

The editors also know that patches are risky things that must be done just right—and that they haven't the expertise to tell which parts of the author's presentation are essential and which are decoration. So they change the author's careful instructions as little as possible; this usually means fitting them to the Procrustean bed of a specific column width, reducing blanks and commas to proportionally spaced insignificance, changing the ASCII apostrophe to an inverted comma, and shrinking fat computer-printed asterisks to eentsy specks above the line.

What's left is a nearly unreadable account of a hypothetical Debug session. Even if it were readable, it wouldn't be relevant. Not everyone uses Debug; other debuggers, and other utilities for modifying disk files, are available. And some patches can be usefully made on the fly by another program. The problem with showing patches in terms of Debug operations is that it confuses the *process* with the desired *results*. All that is relevant about a patch is the address of the target area, what's in that area now, and what to change it to. You can put this data neatly in a three-column table.

The Table on page 17 is an example. It shows a patch for ZDOS version 2.13 (MSDOS 2 for the Zenith 100 series). The patch corrects a tendency of serial output to drop characters. It appeared first in *BUSS, The Independent News-*

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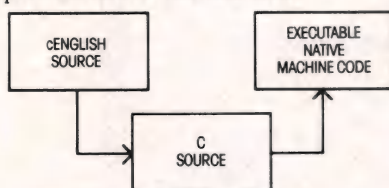
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## SAMPLE cENGLISH PROGRAM

### IDENTIFICATIONS

MODULE: Mininame

AUTHOR: bcs

DATE: 8/29/84

REMARKS: Sample cENGLISH program that adds first names to a file

END IDENTIFICATIONS

### GLOBALS

FIXED LENGTH 1 ans

FIXED LENGTH 15 Fname

END GLOBALS

### MAIN PROGRAM

BEGIN

CLEAR SCREEN

SET ECHO OFF

USE "NAMES"

VIEW BY "ID\_FNAME" ASCENDING

AT 23,1 SAY "Add a record? Y or N"

AT 23,25 ENTER ans USING "I"

WHILE ans EQ "Y"

CLEAR GETS

AT 6,1 SAY "Enter first name"

AT 6,20 GET Fname

READ SCREEN

INSERT

Fname = Fname

END INSERT

AT 12,10 SAY "Welcome to cENGLISH," & Fname

WAIT

AT 14,10 SAY "HIT ANY KEY TO CONTINUE"

STORE " " TO Fname

STORE " " TO ans

AT 23,1 SAY "Add another record? Y or N"

AT 23,30 ENTER ans USING "I"

CLEAR ROW 1 THRU 23

END WHILE

AT 12,10 SAY "That's all for now!"

UNUSE "NAMES"

SET ECHO ON

END PROGRAM

**I'd like to know more about cENGLISH.  
Please send further information.**

Your Name \_\_\_\_\_ Title \_\_\_\_\_

Company \_\_\_\_\_ Telephone \_\_\_\_\_

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FQ185



letter of Heath Co. Computers as a column and a half of tortuous instructions. The table is clearer and less likely to lead to error. It informs the reader what is to be changed, but leaves the how of the change unspecified.

(Charles Floto's *BUSS*, incidentally, is a valuable resource for anyone who owns Heath hardware. It costs \$28 for a year of 20 gossip- and bargain-filled issues; call (202) 544-0900 to subscribe.)

## Wot Duzzit Dew?

David S. Tilton sent us the following sequence of Z80 assembly code. It's an absolutely astonishing implementation of . . . but you can figure it out. Unfortunately, it requires such narrowly defined conditions that it's probably useless, despite being the fastest one of its kind. What does it do, and what are its narrow requirements for utility?

```

Loop:
    cp    (hl)
    ret   z
    rl    L
    djnz  Loop
    ld    L,O
    ret

```

Might there be a way to use this gimmick in another architecture (e.g., 8086, 68000) to get the same result with more flexibility? **DDJ**

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Load IO.SYS with the debug command: L 1000:0 0 A 20

At . . .	Find . . .	Replace . . .
1000:1E32	MOVE AH,AL	MOV BH,AL
1000:1E47	POP BX	MOV AL,BH
	MOV AL,AH	POP BX
1000:1E91	MOV AH,AL	MOV BH,AL
1000:1EA6	POP BX	MOV AL,BH
	MOV AL,AH	POP BX

### Table

**A patch to the BIOS of ZDOS 2.13 (not PC DOS) to prevent dropping bytes in serial output. Addresses based on loading IO.SYS from disk under Debug; not correct for patching the active system.**

## Dr. Dobb's Clinic (Text begins on page 12)

### Listing One.

#### Structured hash-table search by Paul Sand

```

h := hash(Line);
s := h mod MaxSym;
done := FALSE;

while not done do
    if (ST[s].HashVal < 0) then begin
        with ST[s] do begin
            hashval := h;
            new(LineVal);
            LineVal^ := Line
        end;
        done := TRUE
    end
else
    if ST[s].HashVal = h then
        if ST[s].LineVal^ = Line then
            done := TRUE
        else
            s := (s + 1) mod MaxSym
    else
        s := (s + 1) mod MaxSym;
store := s; { result }

```

End Listing One

### Listing Two.

#### Structured hash-table search by Fred Marchand

```

h := Hash(Line);
s := h mod MaxSym;
found := FALSE;

while (ST[s].HashVal > 0) and (not found) do
    if (ST[s].HashVal = h) and

```

```

(ST[s].LineVal^ = Line) then
    found := TRUE
else
    s := (s+1) mod MaxSym;

```

```

if (ST[s].HashVal < 0) then
    with ST[s] do begin
        HashVal := h;
        new(LineVal);
        LineVal^ = Line
    end;

```

store := s;

End Listing Two

### Listing Three.

#### Structured hash-table search by Gary Dale

```

h := Hash(Line);
s := h mod MaxSym;

repeat
    with ST[s] do
        if (HashVal = h) then
            found := LineVal^ = Line
        else
            found := HashVal < 0;
    if not found then
        s := (s+1) mod MaxSym
until found;

```

```

if (ST[s].HashVal < 0) then
    with ST[s] do begin
        HashVal := h;
        new(LineVal);
        LineVal^ := Line
    end;

```

store := s;

End Listings



# Fatten Your Mac

by Tom Lafleur and Susan Raab

***Veteran microcomputer hardware hackers have denounced Apple for abandoning the principle of an open architecture with the Mac. But to the true hacker, all architectures are open.***

*The modifications described in the article by Lafleur and Raab are not for amateurs. In fact, we can't with a clear conscience recommend that you void your warranty and risk destroying your motherboard to save a few dollars. Although we've taken steps to convince ourselves of the technical accuracy of the article (and we know that Tom Lafleur has used this procedure on several Macs), we haven't yet had the nerve to fatten a Mac ourselves. Don't take this on as a first hardware project. Don't undertake it if you aren't sure of the risks involved. And don't blame us if anything goes wrong. We are providing this information strictly as a service to those who know how to use it. We take no responsibility for fried Macs. If you have the newer 128 motherboard, read the addendum on page 4.*

**A**re you tired of those pesky disk writes while using MacPaint? Does the performance of even your new hard disk drive leave you longing for the lightning response of a RAM disk? Want to run Lotus 1-2-3 and can't, or are you developing MAC software and just plain running out of room?

For these and many other reasons, Macintosh owners everywhere are rushing to Apple for a FAT MAC upgrade that packs a full 512K of memory into the system. Most will (and should) wait for Apple to add the necessary chips to the Macintosh motherboard. However, if you are one of the adventurous few willing to sacrifice your Apple warranty and wager the life of your Macintosh against your soldering skills, here's how to perform the upgrade yourself for half the cost.

## **You'll Need. . .**

The checklist in Table I (page 21) shows the parts and tools you'll need to complete the job. To minimize your MAC's down time, make sure you have everything on the list before you begin. All of the parts can be found at your local electronics supply house or by looking for ads in your favorite computer magazine.

Because the 256K RAM chips are a little harder to find, I have listed a few sources. We have paid \$15 to \$45 each for the memory chips: they are not cheap! We've tested only NEC memory chips in this conversion, but other equivalent 256K memory chips should work as well. Once you've got the parts and equipment together, you're ready to begin.

## **The Procedure**

You'll need about four hours of quiet concentration to complete this upgrade yourself. Before you begin, read through the entire procedure. Then disconnect all cables from the Macintosh, including the keyboard, mouse, printer, extra drive, power, and anything else you might have plugged in.

(1) **Remove the case screws.** Use the Xcelite XTD-10 Torx screwdriver to remove all five of the case screws (see Photo 1 on page 20). There are two near the bottom, one inside the battery case, and two deep inside the handle.

---

*Tom Lafleur, P.O. Box 490, Del Mar, CA 92014.*

*Susan Raab, Digital Research International, 160 Central Avenue, Pacific Grove, CA 93950.*



(2) **Remove the case.** Turn the Macintosh facedown on a table. Gently press down on the battery compartment, power connector, and I/O connectors while you lift up on the back of the case. The back of the case should come off in your hands, leaving the faceplate in position around the screen and disk drive door. If the case is stubborn, insert a long metal ruler into the seam between the faceplate and the back of the case (see Photo 2, page 20). (Do not use a screwdriver here.) Use the ruler to gently pry the seam open as you pull up on the back of the case.

(3) **Remove the motherboard.** Find and disconnect the two cables that attach the display board and disk drive to the motherboard (see Photo 3, page 20). Ease the motherboard from its connections and remove it from the chassis. Check the revision number of the motherboard. We've successfully performed this upgrade on motherboards that have the revision numbers 630-0101 screened on top and 820-0086C etched on the back.

(4) **Locate and remove the memory chips.** You'll find sixteen memory chips with part number MT-4264 at IC locations F5 through F12 and G5 through G12 (see Photo 4, page 20) Remove them from the motherboard as follows:

- Using a small pair of wire cutters, clip all the pins off each chip as close to the chip as you can (see Photo 5, page 20). Then throw away all 128K of these memory chips—they aren't as valuable as the Macintosh motherboard!

- Using a low-temperature soldering iron (700°), remove all the memory chip pins from the motherboard (see Photo 6, page 21). It's handy to use a Weller WTCNP soldering station because it has a magnetic tip that can pull the pin out of the board as soon as the pin is heated, but other soldering irons will work if you use care. This is a repetitive task (256 pins!) and you'll soon develop a rhythm. To keep the rhythm going, skip over pins 8 and 16 from each chip on the first pass. Because they're connected to the inner power and ground layers of the motherboard, they

require more heat and time to remove. If you remove them on a second pass, they'll establish their own rhythm.

- Clean out all the holes with a solder sucker (see Photo 7, page 21). Again skip holes 8 and 16 on your first pass to keep your rhythm going, then clean them out on a second pass.

- Clean the motherboard with a fine brush. Look the board over for any solder splashes or broken etch.

(5) **Insert IC sockets.** Carefully solder a good IC socket in each memory chip location. When you're done, clean the back side of the motherboard with alcohol or a TF degreaser to remove all of the flux left after soldering. Examine the motherboard again for short or broken etch.

(6) **Install new memory chips.** Carefully insert the sixteen 41256 memory chips into the sockets (see Photo 8, page 21).

(7) **Test motherboard.** Before you go any further, check your work by starting up the system. At this point, it should operate as a normal 128K Macintosh. To complete the test, follow these steps:

- Insert the motherboard back into the Macintosh chassis. Connect the display and drive cables to the motherboard, then connect the power cable.

- Start up the system. If all is well, you'll see the normal question-mark disk icon. If the system's diagnostic software finds a problem, it will display a sad icon (or as much of one as it can!). If the system does not start nor-

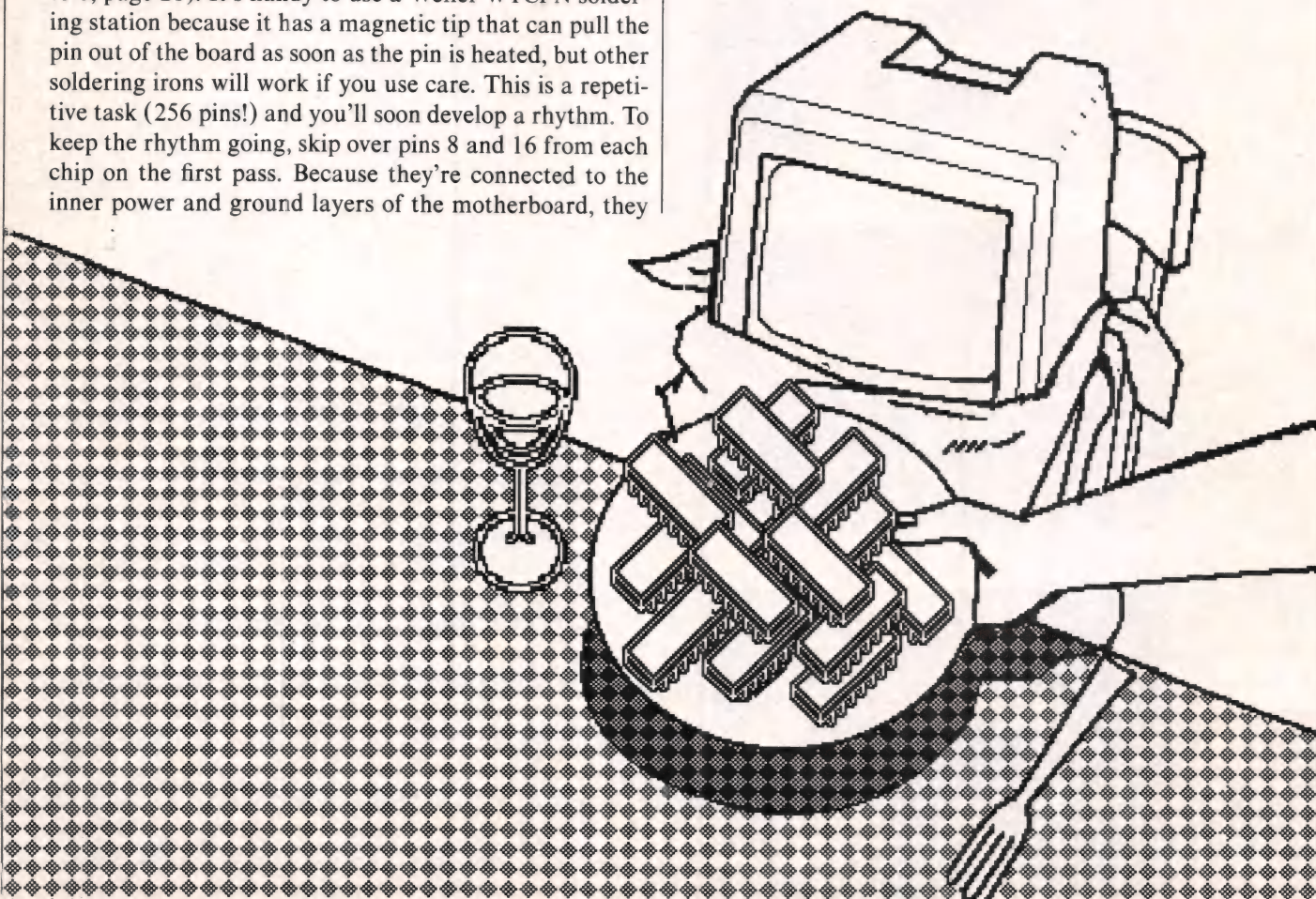




Photo 1



Photo 2



Photo 3

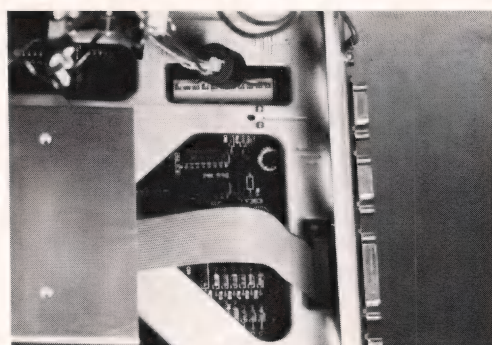


Photo 4

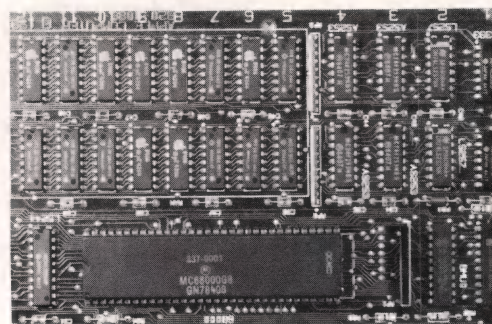
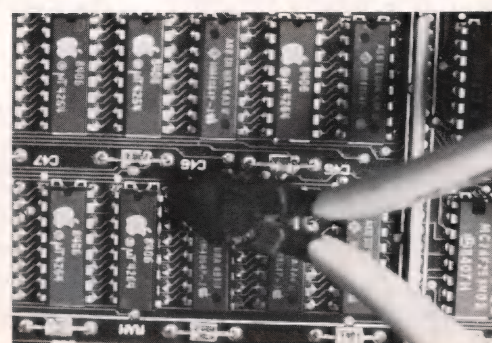


Photo 5



mally, check the trouble-shooting section at the end of this article. *Do not go on to the next step until the system boots up normally.*

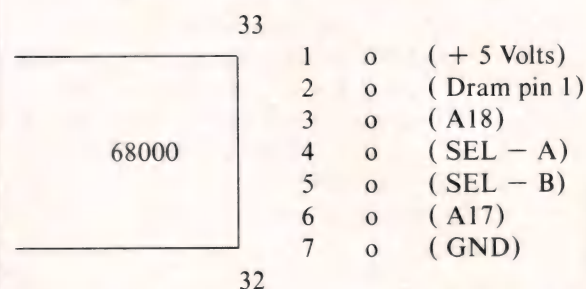
(8) **Remove the motherboard.** Again disconnect the display, disk, and power cables from the motherboard. Ease the motherboard from its connectors and remove it from the chassis.

(9) **Assemble a new memory select IC.** You must build a memory select IC that lets the Macintosh access the extra memory you've just installed. Create the new IC as follows, using Photos 9 and 10 (page 21) and Figures One and Two (page 23) for reference.

- On a good quality 16-pin IC socket, bend out all the pins except 2, 7, 14, and 16.
- Use solder and some small-gauge wire (30 awg) to connect pins 1, 10, 11, 12, and 13 to pin 8.
- Solder a 2.2K 1/4 watt resistor between pins 15 and 16.
- Use solder and some small-gauge wire to connect pins 3 and 4 to pin 15.
- Insert a 74F253 or a SN74AS253 dual 4-to-1 multiplexer into this modified IC socket.

(10) **Install the new memory select IC.** You must connect the new IC assembly to the 68000 address bus, memory select logic, and other lines on the motherboard as follows:

- Mount your new IC assembly on top of the 74F253 (or SN74AS253) located at F3 on the motherboard. Solder pins 2, 7, 14, and 16 of the new IC assembly to the same pins on the 74F253 at F3.
- Locate the seven IC pads at E3, next to pins 32 and 33 of the 68000 microprocessor (see below):



- On the back side of the motherboard, cut the etch between pins 1 and 2 at location E3.
- Solder a 47-ohm 1/4 watt resistor between pin 7 of the new IC assembly and pin 2 of the IC pad at location E3. (See Figure One.)
- Using solder and small-gauge wire, connect pin 5 of the new IC assembly to pin 3 of the IC pads at location E3.
- Using solder and small-gauge wire, connect pin 6 of the new IC assembly to pin 6 of the IC pads at location E3.
- Check the motherboard for any solder splashes, missed wiring, or broken etch. Clean the board with alcohol or a TF degreaser to remove any flux left after soldering.

(11) **Test your FAT MAC!** Insert the upgraded motherboard into the Macintosh chassis. Reconnect the disk, display, and power cables. Power up your Macintosh and check for the normal question-mark disk icon. If your MAC does not appear normal, review the trouble-shooting section at the end of this article. If the normal question-mark disk icon appears, insert your system disk and open the disk copy program. The disk copy program should display a message that



says it only works with a standard 128K MAC. To see how much memory you have, start up BASIC (if you have it) and enter the free memory command: PRINT FRE(0). On our system, BASIC reports about 340K of memory. You may also want to run the MAC memory diagnostics as outlined below for a few hours to check for any long-term problems.

### Trouble Shooting

If the system does not start normally, use a multimeter to check that all the connections you've made are connected properly. If all the connections check out, use the system diagnostic program in the Macintosh ROM to determine if

#### Parts:

Qty.	Part No.	Description	Vendor
16	41256-200	256K 200-ns memory chips	NEC
17		16-pin IC sockets	
1	SN74AS253N or 74F253N	Dual 4-to-1 multiplexer	TI, Motorola Fairchild
1		2.2K 1/4 watt resistor (any resistor from 1K to 4.7K will work)	
1		47-ohm 1/4 watt resistor	

#### Memory chip vendors:

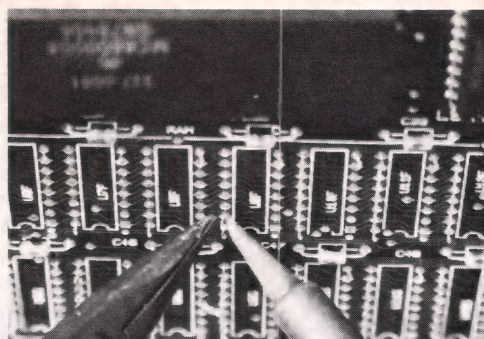
The first five vendors sell their products retail and have a small or no minimum order; the other vendors are industrial suppliers and may have a minimum order.

Jameco electronics	(415) 592-8097
JDR microdevices	(408) 995-5430
Advance computer products	(800) 854-8230 (714) 558-8822
Jade computer products	(800) 421-5500 (800) 262-1710
DoKay computer products	(800) 538-8800 (800) 848-8008
NARA	(408) 748-9200
TAKA	(415) 952-9000
Japan electronics	(818) 369-1833
D-L-C	(213) 938-2677

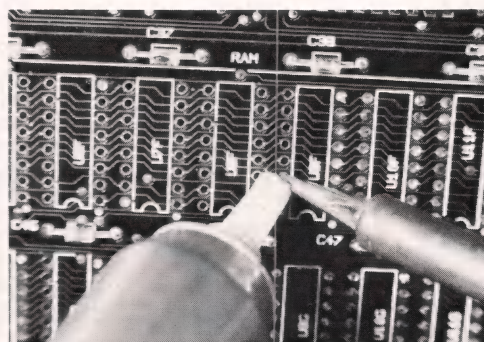
#### Tools:

Xcelite XTD-10 Torx screwdriver, 6-inch shaft  
Long metal ruler  
Low-temperature soldering iron  
(Weller WTCPN recommended)  
Solder sucker  
Small-gauge wire (30 awg)  
Multimeter (for problem solving)

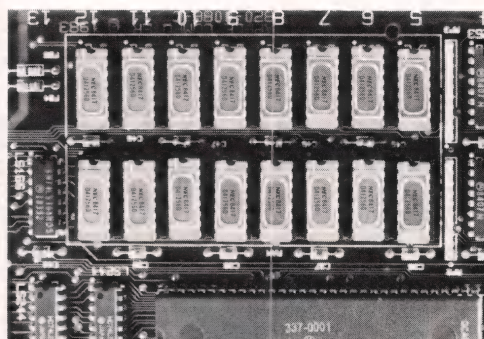
**Table I.**  
**Supplies Checklist**



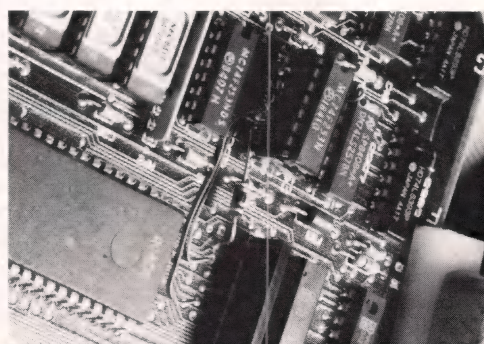
**Photo 6**



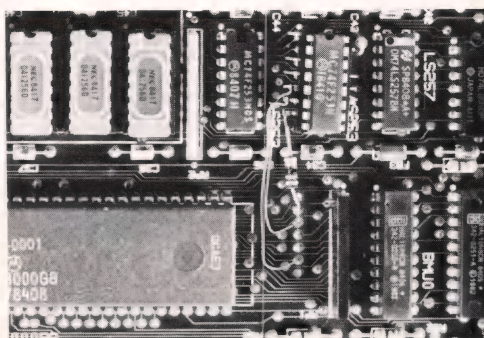
**Photo 7**



**Photo 8**



**Photo 9**



**Photo 10**



Chip Location	Data Bit Number	Pin 2 to 68000 Pin	Pin 14 to Memory Buffer Pin
F5	D0	5	E12 - 2
F6	D1	4	4
F7	D2	3	6
F8	D3	2	8
F9	D4	1	17
F10	D5	64	15
F11	D6	63	13
F12	D7	62	11
G5	D8	61	E13 - 2
G6	D9	60	4
G7	D10	59	6
G8	D11	58	8
G9	D12	57	17
G10	D13	56	15
G11	D14	55	13
G12	D15	54	11

**Table II.**  
**Connections for Pins 2 and 14**

Class Code	Sub Code
1 = ROM test failed	Meaningless
2 = Memory test - bus subtest	Identifies bad chips
3 = Memory test - byte write	Identifies bad chips
4 = Memory test - Mod3 test	Identifies bad chips
5 = Memory test - address uniqueness	Identifies bad chips

**Table III.**  
**Diagnostic Codes**

Data Bit	Location	Sub Code Bits
0	F5	0001
1	F6	0002
2	F7	0004
3	F8	0008
4	F9	0010
5	F10	0020
6	F11	0040
7	F12	0080
8	G5	0100
9	G6	0200
10	G7	0400
11	G8	0800
12	G9	1000
13	G10	2000
14	G11	4000
15	G12	8000

**Table IV.**  
**Chip Identification**

any of the memory chips you've inserted are bad.

Checking the connections is another repetitive task: you must make sure that all of the 256 new connections you've made carry signal to the appropriate destinations. And most of the connections carry signal to more than one place!

For example, a signal on pin 0 on one memory chip should be connected to pin 0 on every other memory chip. A signal on pin 1 should appear on pin 1 of all the other memory chips. Check for this continuity on all pins except 2, 14, and 15.

Pin 15 is common among chips in the same row. For example, pin 15 on a chip in row F should be connected to every other pin 15 in row F but not in row G. Pin 15 on a chip in row G should be connected to every other pin in row G. Pin 2 on each of the sixteen memory chips is directly connected to one of the sixteen data lines of the 68000 microprocessor. Pin 14 connects the memory chips to the memory buffer circuits at locations E12 and E13.

Table II (at left) shows how pins 2 and 14 should be connected. Each row in the table gives information about one of the memory chips. The first column lists the chip's location. The second column lists the data bit of the 68000. The third column lists the pin on the 68000 to which pin 2 of the memory chip should be connected. The fourth column lists the pin on the memory buffers to which pin 14 of the memory chip should be attached.

If you discover that one of these connections is not connected properly, find and correct the broken etch, or add some small-gauge wire until the connection is restored. If all the connections are in working order and you're still having trouble, use the system diagnostics in the Macintosh ROM to identify the bad memory chips. Look at all signals connected to the suspected chip for a bad connection.

### Diagnostics

Before starting the diagnostics, you must have installed the programmer's buttons Interrupt and Reset on the left side of your Macintosh. Hold down the Interrupt button and either press the Reset button or power on your Macintosh.

A sad Macintosh icon appears with a numeric code under it. If all is working well, the code will be 0F 000D, and some small bits will cycle under the code to indicate that the Macintosh is running the memory diagnostic program. The numeric code that you will see has two parts; for example, 0F is the class code and 000D is the sub code. As shown in Table III (at left), the class code tells what part of the diagnostic program found an error, and the sub code tells what the error was. Each of the sixteen bits in the sub code identifies one of the sixteen memory chips. Table IV (at left) maps the sub code bits to their respective chip's location.

If the diagnostics discover more than one bad chip, the sub code displays multiple bits. For example, if bit 3 is bad, the diagnostics display sub code 0008. If both bit 3 and bit 10 are bad, the diagnostics display sub code 0408. If the diagnostics identify a bad chip, you'll have to replace it with a good one or find the problem on the board.

After all the diagnostics have passed, the program displays an exception code giving the current state of your MAC. You should normally see a sub code of 000D, NMI. The others are listed in Table V (at right) for your information only.



## Removing the Modification

If you need to convert your Macintosh back into a standard 128K unit, simply remove the IC assembly you added at location F3, remove the sixteen 41256 memory chips, and replace them with standard 200-ns 4164 64K memory chips. You must also connect the jumper at location E3, between pins 1 and 2.

We've completed the conversion on over 10 MACs and have had no problems with this upgrade. So good luck with your new FAT MAC.

DDJ

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## READ.ME

The 256K dynamic RAM chips that turn a Mac into a Fat Mac are very sensitive to static electricity. Please note the following advice on handling 256K RAMs, adapted from information from John Gilchrist of Microprocessors Unlimited in Beggs, Oklahoma.

To damage a true LSI device like a 256K RAM chip, you don't have to touch it. Being close to it with a high potential voltage on your body will do the job. You can, for example, generate 3000 volts by walking across a carpet in leather shoes or by peeling off a foot or so of cellophane tape, and you won't feel a thing as the tiny spark jumps to the IC, doing its hidden damage.

Following these steps should lessen the risk to the chips from static electricity.

1. If you have a choice of workspace, almost any floor covering is better (for the present purpose) than carpeting.

2. Take off your shoes. Don't take this as a personal remark, but your feet sweat enough to make it unlikely that a high static charge can build up when you are standing barefoot on a noncarpet surface. And don't wear any nylon clothing.

3. Spread out a large sheet of aluminum foil (about a three-foot length) and work on that. Wrap a corner of the foil around the Mac chassis or motherboard and poke the computer's power cord through the foil. Keep your body (e.g., one elbow) on the foil throughout the process of preparing the Mac to receive its new chips.

4. Don't handle the 256K chips until, or any more than, you have to. When you are ready for them, slide the chips out of their factory tube onto the foil. Keep your body in constant contact with the foil as you install the chips.

5. When you've finished the installation and are ready to test your work, be sure to remove the wall plug from the foil before plugging it into the wall. Otherwise you could fry more than a chip.

Class Code	Sub Code
F = Exception	0001 Bus error
	0002 Address error
	0003 Illegal instruction
	0004 Zero divide
	0005 Check instruction
	0006 Traps instruction
	0007 Privilege violation
	0008 Trace
	0009 Line 1010
	000A Line 1111
	000B Other exception
	000C Nothing
	000D NMI (normal indication)

Table V.  
Exception Codes

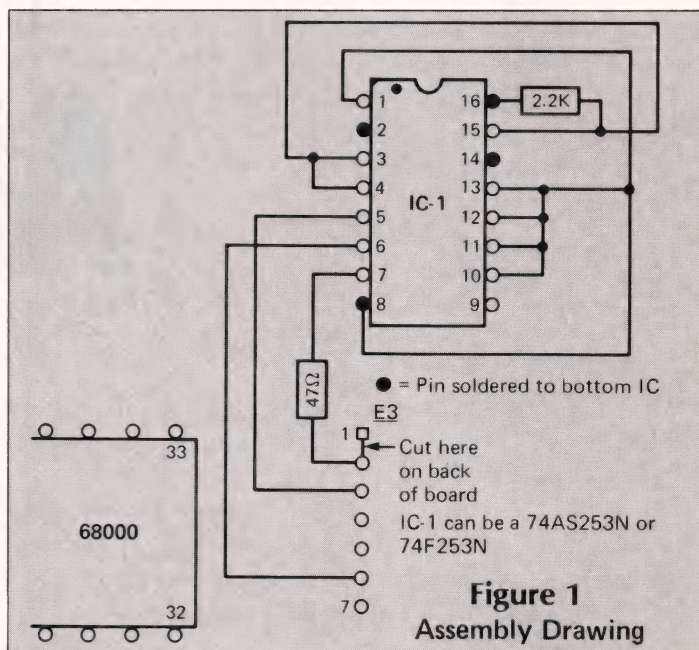


Figure 1  
Assembly Drawing

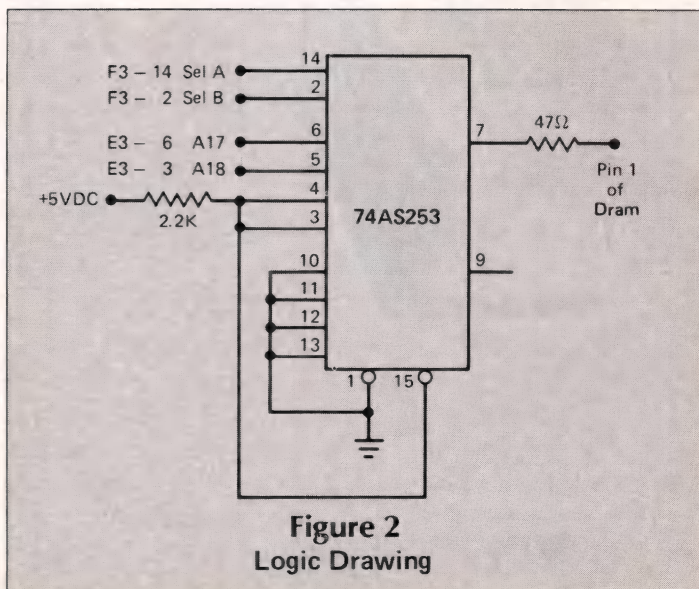


Figure 2  
Logic Drawing



## INTRODUCING Interface Technologies' Modula-2 Software Development System

The computer press is hailing Modula-2 as "the next standard in programming languages." Modula-2 combines the strengths of its popular predecessor—Pascal—with the features that made the C language appealing, like independent compilation and direct hardware control.

But until today, no company offered a Modula-2 system that made software development fast, easy and efficient.

### The fast, powerful tool for programmers

Now that breakthrough is here: Interface Technologies' Modula-2 Software Development System for the IBM® PC, XT, AT and compatible computers gives programmers the same quantum leap in productivity that spreadsheets and word processors gave to end-users. It can reduce monotonous wait time, dramatically increase speed, help eliminate thoughtless mistakes, and free you to become more creative in all your programming efforts.

### How to speed input and eliminate 30% of errors

Thirty percent of programming mistakes are syntax errors and simple typos in the program structure. Our "syntax-directed" Modula-2 editor does away with these time-consuming headaches forever.



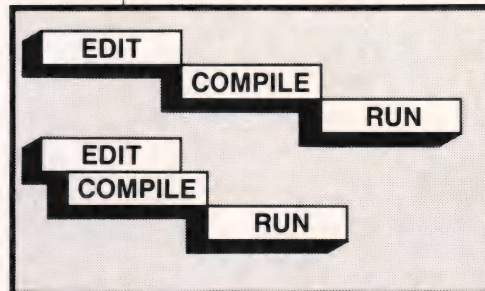
*Enter complete statements with one keystroke.*

It also speeds input by reducing manual typing as much as 90%, letting you enter statements with a single keystroke. For example, if you type a capital "I" at the beginning of a line, the editor completes the logical "IF THEN" statement automatically, so you can concentrate on what you want to program, rather than your typing.

The editor locks out errors, finishing each statement and procedure in perfect accord with the standardized rules of Modula-2. It also indents and formats your text automatically, making programs easy to read and maintain, an important feature on big projects.

And if you leave an undefined variable or data type, the editor detects the mistake and gives you the option of on-line "help" to correct it. No other programming text editor offers you this much innovation.

### How to turn "wait time" into "work time"



*The Interface Technologies Modula-2 Software Development System saves time by compiling while you edit.*

Most of a programmer's time is spent waiting, and the biggest culprit is usually the compiler. Our compiler

# THE ANATOMY OF A

turns this wait time into work time, with a technical innovation we call "background" compilation.

With background compilation, every moment you spend writing or editing a Modula-2 program, it's automatically being compiled into object code, line by line as you work!

When you're finished editing, all that's left for the compiler to do is a quick mopping up that generates optimized native code in a single pass.

How quick is "quick"?

Thanks to background compilation and the fact that the compiler itself is so fast, Interface Technologies' compiler can turn 100 lines of typical Modula-2 program text into optimized machine code in less than five seconds.

And the Interface Technologies Modula-2 Software Development System compiler produces compact code that has execution speed superior to that produced by any other Modula-2 compiler presently available to individuals and firms involved in software development.

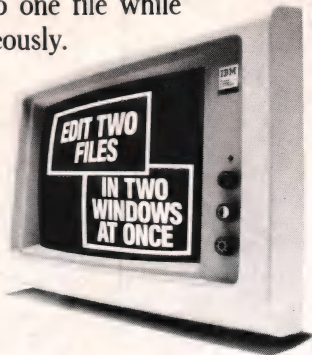
### How to do two things at once

Along with the syntax-directed editor and background compilation, Interface Technologies' Software



Development System gives your screen multiple windows so you can refer to one file while you edit another—simultaneously.

Concurrent editing of multiple files is particularly useful when you're doing programming work intended for separate compilation, and Interface Technologies has the only Modula-2 development system on the market that provides you this helpful benefit.

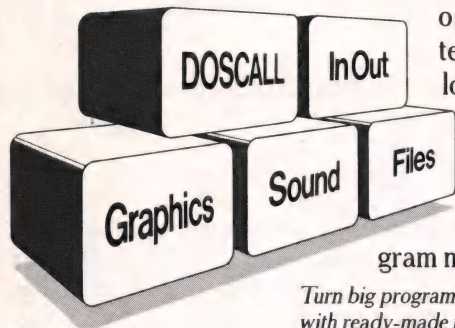


*Work with multiple files faster, easier in windows.*

## How preprogrammed modules speed development

One of the advantages of Modula-2 is that it lets you build large, reliable programs quickly, by linking smaller "building-block" modules.

The development system's toolkit of precompiled program modules includes the standard Modula-2 library, and adds exclusive link-and-run modules for color graphics support, sound, and direct calls to the



*Turn big programs into smaller projects with ready-made modules.*

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# QuickDraw Meets ImageWriter

by Thom Mayer

Apple's new crop of computers, the Macintosh and the Lisa, makes extensive use of bit-mapped graphics. Less visible than the graphics hardware, but just as necessary, is the well thought-out, well crafted, integrated collection of graphics software primitives called QuickDraw. These routines make it a simple matter to put graphics into programs. Because of QuickDraw, programmers have an easier job, users get better software, and Apple—who paid for its development—racks up sales. Unfortunately, the Lisa QuickDraw routines lack any support for the Apple ImageWriter dot matrix printer; hence, this article. The ImageWriter exhibits the quality features we have begun to associate with Apple hardware (e.g., well-crafted built-in software primitives and complete concise documentation). I would recommend the ImageWriter to anyone in the market for a printer.

look at the routine IMAGE\_PRINT and discuss some of the considerations that influenced its design.

QuickDraw stores an image in a continuous piece of memory with each bit corresponding to one pixel: a one for black, a zero for white. For example, the Lisa screen, which measures  $720 \times 364$  dots, requires 262,080 bits or 32K bytes. The exact relationship between the data in memory and the pixels on the screen depends on the values stored in the bitMap. A bitMap is a data structure specified in Pascal as follows:

```
BitMap = RECORD
    baseAddr : QDPtr;
    rowBytes : Integer;
    bounds : Rect;
END;
```

The field baseAddr is a pointer (memory address) to the beginning of the block of memory where the image is

---

## *Printing sideways with a Macintosh.*

---

Figures 1 and 2 (page 27) were drawn on a Lisa by QuickDraw and were printed on an ImageWriter dot matrix printer with the enclosed routine. Listing One (page 31) gives a Pascal unit containing the function IMAGE\_PRINT, and Listing Two (page 35) demonstrates its use. In this article we will briefly review the way QuickDraw stores a graphics image and the way the ImageWriter prints graphics. Then we will take a cursory

look at the routine IMAGE\_PRINT and discuss some of the considerations that influenced its design. QuickDraw stores an image in a continuous piece of memory with each bit corresponding to one pixel: a one for black, a zero for white. For example, the Lisa screen, which measures  $720 \times 364$  dots, requires 262,080 bits or 32K bytes. The exact relationship between the data in memory and the pixels on the screen depends on the values stored in the bitMap. A bitMap is a data structure specified in Pascal as follows:

The field baseAddr is a pointer (memory address) to the beginning of the block of memory where the image is stored. We should imagine this memory grouped by lines, each line containing the number of bytes specified by the field rowBytes. Two dots on the screen that have the same vertical coordinate and differ in the horizontal coordinate by one are neighboring bits in memory. Two dots on a QuickDraw image that have the same horizontal coordinate and differ in the vertical coordinate by one are separated by exactly rowBytes bytes in memory (Figure 3, page 27).

---

*Thom Mayer, Tigre Designs, 3006 Lafayette, Austin, TX 78722.*



ageWriter produces a pattern of nine vertical pixels. Normal characters are composed of seven such patterns, with a blank eighth pattern forming the space between the characters. The horizontal spacing between successive patterns can be set by sending the printer control codes: A spacing of 1/72 inch yields nine characters per inch, a spacing of 1/136 inch yields 17 characters per inch, and so on (Figure 4a, page 28).

When the ImageWriter is in graphics mode, each byte received produces an eight-pixel pattern determined by the binary representation of the byte (recall 1 byte = 8 bits). The top pixel corresponds to the least significant bit, and the bottom pixel corresponds to the most significant bit. A dot is printed if there is a one in the corresponding bit; no dot is printed if there is a zero in the corresponding bit; no dot is printed if there is a zero (Figure 4b, page 28).

Because a byte in QuickDraw corresponds to eight horizontal pixels on the screen, and a byte to the ImageWriter prints eight pixels aligned vertically, the image will come out sideways on the paper. Each printed line of graphics corresponds to a vertical strip on the screen, eight pixels wide.

The pixels on the Lisa screen are not square: they are 1.5 times as high as they are wide. On the printer, the vertical spacing between dots is fixed by the printer head to 1/72 inch, so to match the Lisa screen aspect ratio we need a horizontal dot length 1/48 of an inch, which we make out of two dots on 1/96-inch spacing. At this spacing, an image the size of the Lisa screen nearly fills an 8 × 10 sheet of paper.

The printer algorithm naturally breaks into several steps, shown here in the simple form of the main routine:

```
function image_print ((parameters) ) : boolean;
begin
  size_of_image;
  init_printer;
  init_buffer;
  for line_number:= 1
    to (row_width) do
    begin
      buffer_a_line
        (line_number);
      spew_buffer;
    end;
  close_printer;
  image_print:=true;
```

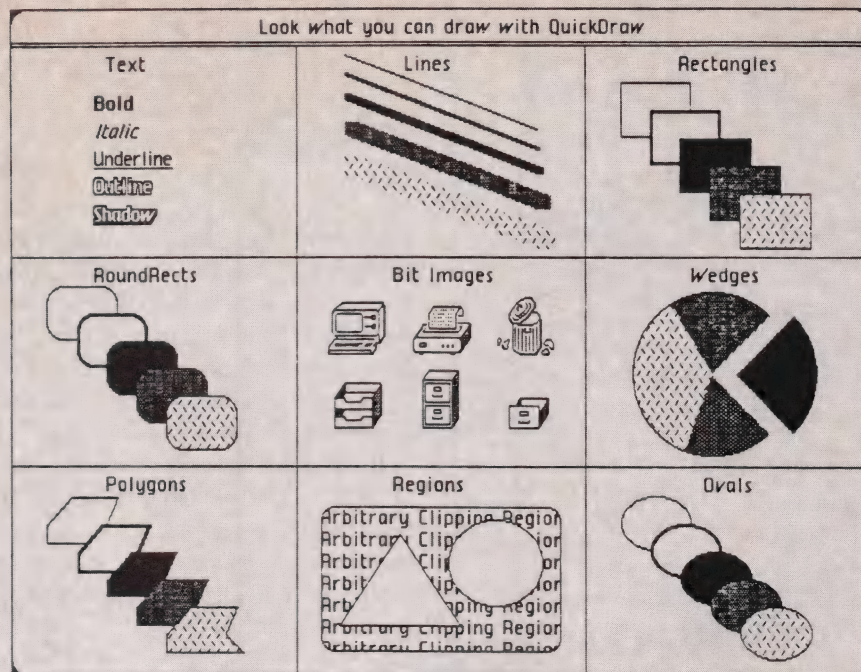


Figure 1.

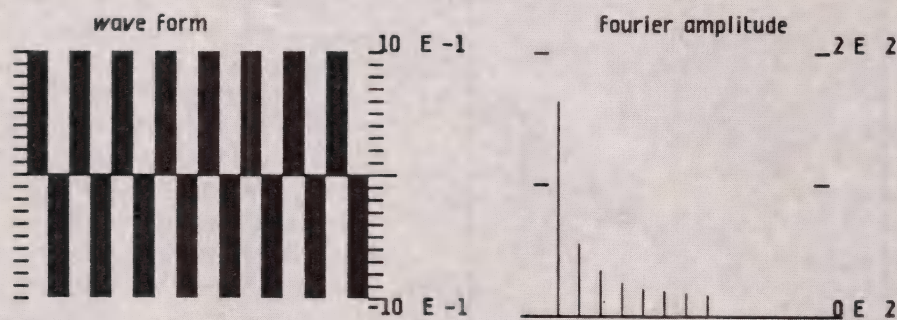


Figure 2.

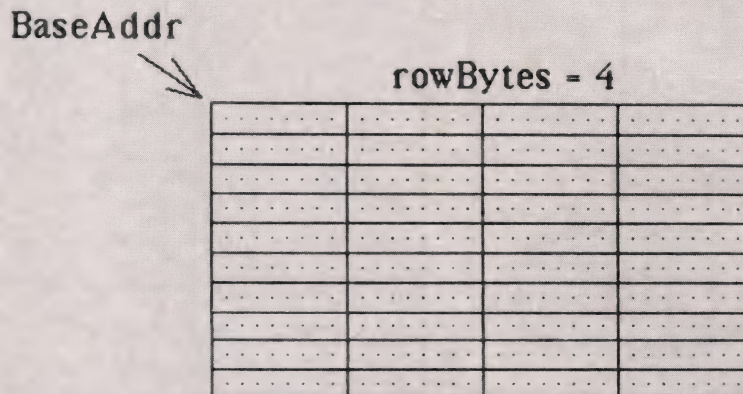


Figure 3.

This piece of memory can hold an image as large as 32 × 10 pixels.



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end;

This algorithm did not spring out of my head fully formed in top down style, but rather I developed it through successive refinement of a crude prototype. At some point in the development, however, you must translate your work into the structured programming form. This process may give you insights into how to improve your work, and it will certainly lengthen the lifespan of your programs by simplifying future modifications. Good software is too costly to be disposable.

Briefly let's go through each routine:

- (1) `SIZE_OF_IMAGE` looks at the bit-Map to see where the image is stored in memory (`baseAddr`), how it is organized (`rowBytes`), and what size image we are to print (`bounds`).
- (2) `INIT_PRINTER` sends the printer the initialization codes. To change from the default settings, which are appropriate for text, to the proper settings for graphics takes 16 bytes of data, so most of this first block is NULs.
- (3) The `FOR` loop prints one line of graphics per pass. `BUFFER_A_LINE` gathers the bytes needed to print the line and stores them in the buffer. `SPEW_BUFFER` sends the buffer to the printer and listens for confirmation from the printer. At the beginning and end of the buffer are control codes that are initialized by `INIT_BUFFER`.
- (4) `CLOSE_PRINTER` close files, switches the printer back to default

settings, and form-feeds the paper. If the routine gets this far, it has detected no problems and returns the value `true`.

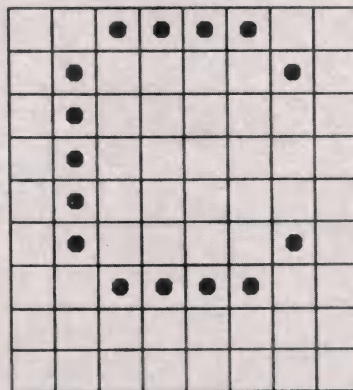
There we have it, the means to print a QuickDraw image on the Image-Writer dot matrix printer. Now we will look more closely at the program design, so have your listing handy.

`IMAGE_PRINT` is set up as a Boolean-valued function that returns false only if the routine couldn't print the image. The usual cause for failure is the printer being off, which is detected when the blockwrite routine says it was unable to complete the transfer of blocks. All failures are channeled through the procedure `NO_GOOD`:

```
procedure no_good;
begin
  image_print:=false;
  exit(image_print);
end;
```

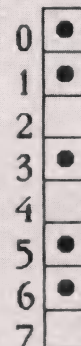
The not well-known but extremely handy procedure `exit` satisfies those programming urges that in other environments might be handled by a `GOTO` statement. It is the calling program's responsibility to respond appropriately to failures. The following code fragment, which uses the system call `PAbsortFlag`, gives the user the ability to recover or abort:

```
while not ( PAbsortFlag or
  IMAGE_PRINT
  (grafptr,printerPort) )
begin
  writeln ( ' fix printer or press
```



**Figure 4a.**

The printer head produces nine vertical pixels per shot. The standard characters are constructed from eight such vertical patterns.



**Figure 4b.**

In graphics mode, each byte produces a vertical line of eight pixels. This pattern was produced by the byte 01101011 binary (i.e., 107 decimal).



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```

      abort key ');
      writeln ( ' press RETURN to
      continue ');
      readln ( );
      end;

```

Filling the buffer with the bytes needed to print one line is like buying groceries at the supermarket. `BUF_FER_LINE` loads a byte, skips row bytes, loads a byte, and so on; clearly we need random access to memory by the byte. This calls for a packed array of char. But we don't want to make a new array: we want to use the memory that QuickDraw has already set up. So rather than declaring an array variable, we declare a pointer variable, `CH`, of type pointer to packed array of char. Now we are all set. Assign `CH` the value `baseAddr` (i.e., the beginning of the image memory), and an expression like `CH^[n]` gives access to the *n*th byte of the image memory. The memory has not been changed—only the way the program views it.

Pascal is a strongly typed language, and most compilers check the type of a pointer before allowing assignment. Just as you can't mix apples with oranges, you can't mix pointers to apples with pointers to oranges. Lisa Pascal, however, includes a wonderful extension, the unary operator `@`, which returns the pointer to the operand (just like the `&` operator in C). For example, if `Z` is an array, then `@Z` is a pointer that points to `Z`. Simple, yes? The `@` operator has another important feature: the pointer resulting from an `@` operation, like the `nil` pointer, is assignment-compatible with any other type pointer. To make `CH` point to the same place as `bitAddr`, use the assignment `CH:= @bitAddr^`. I call this de-typing a pointer. It is like a `CAST` operation in C.

Between the routine `IMAGE_PRINT` and the printer sits the device driver routine that actually transfers the bytes. A feature of the Lisa port driver is the automatic insertion of a line feed after each carriage return, an option that can be enabled and disabled with system calls. The automatic line feed may be handy if you have a vintage 1960 printer, but in a graphics setting, adding the byte 00001010 behind every occurrence of the byte



0001101 is a bug. To track down this bug, without the 20-20 vision of hindsight, required a long session with the debugger. Among other capabilities, the debugger allows you to halt the program and to go in and look at the memory—even change it if you wish—and then resume operation of your program. My search went as follows.

First I went in and looked at the memory where the screen image was stored to make sure that it looked as I had expected. Then I looked at the memory corresponding to my buffer to make sure it was correct. Upon closely inspecting the buffer for the line that was giving me trouble, I found out that the bug happened only when the byte 0D was in the buffer. With the debugger I could change the occurrences of 0D to some other byte, or vice versa, and ascertain that 0D was the guilty party. 0D is the code for carriage return, and it was instantly clear to me that somebody was adding an LF after every carriage return. But who?

I spent a long time thinking the

printer was the culprit but finally convinced myself otherwise and uncovered the automatic line feed feature of the port driver. The system calls necessary to reset this appear in the procedure AUTO\_LF, which can enable or disable the automatic line feed on either serial port. Unfortunately, the routine now needs to know which port the printer is connected to. I was tempted to circumvent this need by temporarily resetting both port drivers, but this would be unwise on a multitasking machine like the Lisa because some background task might be using the other port; for example, a modem connected to the other serial port might be in use by a BBS running in the background.

In the interest of simplicity, this version of IMAGE\_PRINT makes no attempt at treating large blank spaces intelligently, an addition that can improve speed substantially. As presented, IMAGE\_PRINT requires 188 seconds to print a 720 × 364 picture. Also in interest of simplicity, the width of the printed image is rounded up to

the nearest multiple of eight, i.e., on a byte boundary. For those desiring sample QuickDraw programs and a version of IMAGE\_PRINT that does not make the above two simplifications, mail me a \$25 check, and I will send you a 3.5-inch Lisa format disk with two versions of IMAGE\_PRINT, other graphics utilities, and complete programs that use QuickDraw and the utilities. Source and compiled code is included. You are welcome to distribute the code for noncommercial purposes as long as you do not remove my copyright notice. Please identify any modifications you make, and I encourage you to share any successes you have. We are the neurons of our cultural brain.

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## QuickDraw Meets ImageWriter (Text begins on page 26)

### Listing One

```
{
($R-)
unit GPHU; {graphics utilities }
{ COPYRIGHT T.MAYER 1984 -- DISTRIBUTION FOR NON-COMERCIAL PURPOSES ALLOWED }
interface
uses
($U-)
($U QD/QuickDraw ) QuickDraw,
($U QD/QDSupport ) QDSupport,
($U syscall) syscall;
($U+)

function image_print(tp:grafptr;printerPort:integer) : boolean;

implementation

function image_print;
type cars = packed array[0..maxint] of char;
var
printer:text;p:file;
row_bytes,bytes_to_print,height,line_number,index,i,buff_top:integer;
ch: ^cars;
buff : packed array[0 .. 1023] of char;

procedure AutoLinefeed(whichPort:integer;enabled:boolean);
{ whichPort=0 -> portA, whichPort=1 -> portB }
var Ecode:integer;path:pathname;Cparm:Dctype;
begin
if (whichport mod 2=0) then path:='-RS232A' else path:='-RS232B';
Cparm.dcVersion:=2; Cparm.dcCode:=17;
if enabled then Cparm.dcData[0]:=1 else Cparm.dcData[0]:=0;
DEVICE_CONTROL(Ecode,path,Cparm);
end;
```

(Continued on next page)



```
procedure no_good;
begin
    image_print:=false;
    exit(image_print);
end;

procedure init_printer;
var i:integer;
begin
    ( first we disable auto line feed in RS232 device driver )
    AutoLineFeed(PrinterPort,false);

    ( the printer file is to be accessed via blockwrite. )
    reset(p,'-printer');

    ( send one block, mostly nuls, with initialization codes :)

    (this tells printer to recognize 8th bit - neccessary for graphics )
    buff[0]:=chr(27);
    buff[1]:=chr(90);
    buff[2]:=chr(0);
    buff[3]:=chr(50);
    (make sure printer adds no LF after CR )
    buff[4]:=chr(27);
    buff[5]:=chr(90);
    buff[6]:=chr(128);
    buff[7]:=chr(0);

    ( this sets horizontal spacing to 96 dots per inch )
    buff[8]:=chr(27);
    buff[9]:='E';

    ( this sets vertical line feed to 1/9 inch, i.e. height of 8 dots )
    buff[10]:=chr(27);
    buff[11]:='T';
    buff[12]:='1';
    buff[13]:='6';

    (this sets printer head motion left to right only. yields better quality output )
    buff[14]:=chr(27);
    buff[15]:='>';

    for i:=16 to 511 do buff[i]:=chr(0); (most of block is NULs )

    ( now actually send the initialization block )
    if (blockwrite(p,buff,1)<>1) then no_good;

end;

procedure init_buffer;
var i:integer;
begin
    ( these first six bytes say "here comes 728 graphics codes" )
    buff[0]:=chr(27);
    buff[1]:='G';
    buff[2]:='0';
    buff[3]:='7';
    buff[4]:='2';
    buff[5]:='8';

    for i:=6 to 1023 do buff[i]:=chr(0); (blank if not otherwise reset )

    buff[734]:=chr(13);buff[735]:=chr(10); ( CR LF ends each line)

    buff_top:=6;
```

(Continued on page 34)



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## Listing One

```
end;

procedure enbuff(a:char);
begin
    if buff_top=1022 then exit(enbuff);
    buff[buff_top]:=a;buff[buff_top+1]:=a;
    buff_top:=buff_top+2;
end;

procedure spew_buffer;
const nblocks=2;
begin
    if (blockwrite(p,buff,nblocks)<>nblocks) then no_good;
    buff_top:=6;
end;

procedure close_printer;
var printer:text;
begin
    close(p);
    rewrite(printer,'-printer');
    write(printer,chr(27),'c');      (return printer to default set up)
    write(printer,chr(12));        (form feed)
    close(printer);
    AutoLineFeed(PrinterPort,true); (enable port driver autoLF function )
end;

procedure buffer_a_line(line_number:integer);
var i:integer;
begin
    index:=row_bytes - line_number;
    for i:=1 to height do (buffer a line)
    begin
        enbuff(ch^[index]);
        index:=index+row_bytes;
    end;
end;

procedure size_of_image;
var width : integer;
begin
    with tp^.portBits do
    begin
        row_bytes:=rowbytes;
        height:=bounds.bottom-bounds.top;
        width := bounds.right - bounds.left;
        ch:=@baseAddr^;
    end;
    bytes_to_print:=width div 8;
    if width mod 8 <>0 then bytes_to_print:=bytes_to_print+1;
end;

begin
    size_of_image;
    init_printer;
    init_buffer;
    for line_number:=1 to (bytes_to_print) do
    begin
        buffer_a_line(line_number);
        spew_buffer;
    end;
    close_printer;
    image_print:=true;
end; ( of image_print )
end. ( of implementation )
```

End Listing One



## Listing Two

```

program example; ( this sample program creates ILLUSTRATION 1 )
uses
    ($U QD/QuickDraw ) QuickDraw,
    ($U QD/QDSupport ) QDSupport,
    ($U syscall)      syscall,
    ($U gphu )        gphu,      { graphics utilities - here we use :
                                init_graphics
                                bar_plot
                                image_print )

    ($U mathlib)      mathlib;    { math library - here we use :
                                square_wave
                                famp ( i.e. FourierAmplitudes ) }

var
    wave : array[1 .. 256] of real;
    i,j:integer;
begin
    init_graphics;  erase_screen;

    { make a square wave and graph it : }
    square_wave(wave,256,16);
    bar_graph ( 256, wave[1], 10,40, 256,128, 0.0, 1.0, true,false, 'wave form','');

    { fourier transform it and graph that : }
    famp(256, wave);
    bar_graph ( 129, wave, 400,40, 200,128, 0.0, 1.0, true,false,'fourier amplitude','');

    { print the whole screen }
    if not image_print ( thePort, 0 ) then writeln('turn on the printer');

end.

```

End Listings

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# Archiving Files with CP/M-80 and CP/M-86

by Ian E. Ashdown

If you use CP/M-80 versions 2.x or CP/M-86, you know the problem well: sitting there at two in the morning trying to remember which files you worked on so you can copy them to a backup disk. If you have a hard disk in your system, the problem can be an acute pain. Which of several hundred files did you update or otherwise modify during your marathon programming session?

The ideal solution would be to have a utility program that somehow determines which files have been changed on a disk and automatically copies them to a backup disk. This procedure, known as "incremental backup," is superior by far to the usual methods of either relying on your memory (at two in the morning?) or copying the entire disk.

Although Digital Research's documentation for their CP/M-80 and CP/M-86 operating systems gives no indication that a file is marked in any manner when it is written to or renamed, you nevertheless can implement an incremental backup utility exactly as described above—the ideal solution. BU is one example of such an implementation.

have been written to give even the novice C programmer a clear understanding of what is going on each step of the way. What follows is a general description that covers the salient features of BU from a user's viewpoint.

The *CP/M-80 Version 2 Interface Guide's* description of BDOS Service 30 (Set File Attributes) states that the file attribute bit t3-prime is "reserved for future system expansion." However, if you use a disk utility to set t3-prime to true in the file's directory entry, you will find that the BDOS resets it to false (zero) whenever the directory entry is changed. Since this means that the file has been opened, written to, and closed (or else renamed) by the BDOS, t3-prime is apparently an undocumented attribute bit that indicates when a file has been updated.

This behavior is not an unreliable artifact of some other process; DRI added a very similar feature, called the "Archive" attribute, to its multiuser MP/M 2 operating system. The version of PIP.COM supplied with MP/M 2 features an "A" option, which causes PIP to copy only those files that have their Archive bit set false. After copying each

---

## *An expedition into the jungle of Undocumented Features comes home with an orphan attribute bit.*

---

### **Theory and Practice**

For a detailed explanation of the inner workings of BU, you should read the comments accompanying the source code in the Listing (page 39). These

file, PIP sets the bit true. It seems logical, then, that in writing CP/M-80 versions 2.x and CP/M-86, DRI intended to rewrite its version of PIP to include an "A" option but for whatever reason never got around to doing so. This leaves the user to come up with a utility that takes advantage of this orphaned attribute.

A variety of such utilities are avail-

---

*Ian Ashdown, byHeart Software, 2 – 2016 West First Avenue, Vancouver, B.C. V6J 1G8.*



able, including one in the public domain and at least two commercial products. BU's advantage is that it is written in C, thus presenting you with the opportunity to customize it to your particular needs. The source code has been profusely commented for precisely this reason.

BU accepts command lines of the following form:

BU x[:afn] y [-AFHQS<sub>n</sub>]

where x = drive name of disk to be backed up,

y = drive name of backup disk,

and the optional arguments are:

- A All files, regardless of status
- F Fast copy (without verification)
- H Hard disk (files may be split)
- Q Query each file before backup
- S System attribute copied to backup
- n Backup USER *n* files only (0 - 31)
- afn Any legal CP/M ambiguous fileref (can only be used with -n option)

If the above is a bit confusing, some examples may help in explaining the various options:

**BU a b** - Copy updated files in all user areas from drive A: to drive B:.

**BU c a -f** - Copy updated files in all user areas from drive C: to drive A: without verification of copied files.

**BU a:file.typ m -5** - Copy file A:FILE.TYP (user area 5) to same user area on drive M:.

**BU a:file\*.t? c -0q** - Copy any files in user area 0 matching ambiguous file reference A:FILE\*.t? to the same user area on drive C:. The operator is queried before each file is copied. Answering y or Y for "Yes" results in the file being archived; anything else results in the file being skipped.

**BU b a -ah** - Copy all files from all user areas from drive B: to drive A:. If BU runs out of backup disk space while copying a file, the file will be split across two disks.

**BU a b -a -s** - Copy all files from all user areas from drive A: to drive B:. Those files with the System attribute set are copied as System

files to drive B:. (Note that the dash options can be separated.)

A fair amount of the code involved in BU has to do with defensive programming: always assume that the user will make a mistake. The command line is validated as thoroughly as possible. Any errors detected are displayed with an appropriate message, along with the previously listed explanation of what command lines are valid.

Once in operation, assuming no options have been selected or ambiguous file references specified, the program

will scan the directory of the disk in drive x, note which files have been changed since the last time BU was run on that disk, then copy only those files to the disk in drive y. Existing files with the same fileref and user number on the backup disk are automatically erased.

Because the new files are backup copies, each one is read after it is written and verified character by character with the original file. All available memory is used to buffer the data for disk read and write so that BU can copy and verify as quickly as possible. Once the new file has been fully verified, its



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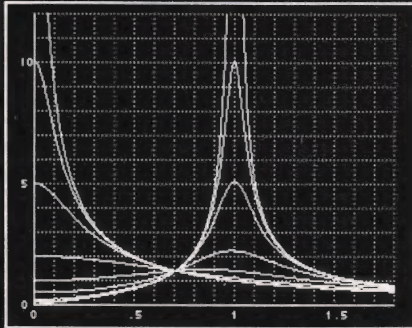
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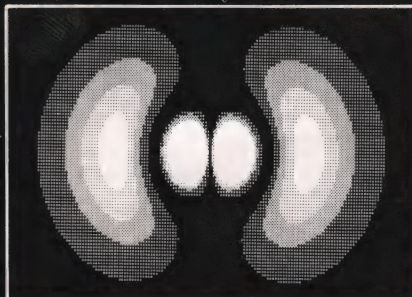
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file attributes are set to "directory" (DIR) and "read-only" (R/O) to ensure that it can be displayed in a directory listing of the backup disk and that it cannot be accidentally erased.

If the combined size of the files to be backed up exceeds the available space on the backup disk, BU will take one of two actions, depending on whether or not the -H option has been selected. In the default mode, BU will stop when it runs out of disk space and erase the current, partially written, backup file. It will then ask the operator to insert a fresh disk in the backup drive. When this is done, BU will begin to copy files to the new disk.

The -H option is intended primarily for use with hard disks, where the size of the files may exceed the capacity of new backup disks. When BU runs out of disk space with this option active, it will close the current, partially written, backup file, set its attributes to DIR and R/O, then ask the operator to insert a fresh disk in the backup drive. When this is done, BU will open a sequentially numbered fileref (e.g., FILE.TYP would become FILE--01.TYP) and continue writing the current file to this new backup file from where it left off. The file in effect will be split across two or more backup disks, with no wasted disk space.

Reassembling these split files is quite simple. In principle, you need only open the first file for write access, use lseek( ) to find its end, open the second file for read access, then append it to the first file. The C code required to do this is left to the reader as an exercise. Alternatively, you can always use the concatenation feature of DRI's PIP.COM utility. The command line would be:

PIP rebuilt.fil = first.fil,second.fil

The disadvantage of this approach is that all three files must be on-line at the same time, which in a two-drive system means shuffling one of them to the destination disk before you can concatenate and rebuild your original file.

What BU does not address is archival file maintenance procedures. If BU is used with a dual floppy drive system and every working disk has its own backup copy, there is no problem. At the end of your programming session,

simply insert the backup disk in the second drive, type "BU x y," and every changed file is automatically updated. The backup disk becomes a duplicate of the working disk (although you do have to manually erase files that were deleted from the working disk).

The problem arises when you want to maintain backup copies of hard disk files. Depending on whether or not the -H option is used, files will be on different disks and possibly split across disks after you run BU. When the files later are changed again, it may happen that BU will archive them on different disks than the backup copies. BU automatically erases existing files with the same fileref and user number on the backup disk before copying a file, but it can't do that when the file is on another disk. This leaves the responsibility of deleting (or otherwise archiving) obsolete versions of files to the user.

It is a very simple matter to extend BU so that a disk identifier file is added to each backup disk. This would be especially useful when using multiple floppies to archive hard disk files; the identifier files could be numbered sequentially. However, because disk naming and storage procedures are very much a matter of individual taste, this has been left to the reader to implement.

## Etymological Nuisances

BU will mishandle random access files that have been created with unwritten records or unallocated blocks or extents. Because it uses the BDOS sequential read service to access the files, BU will stop reading random access files at the first unallocated block or extent. Happily, very few programs behave in such an unfriendly manner. (This is perhaps because most file copy utilities will balk at such files as well.)

Speaking of file copy utilities, a few are available that, under certain circumstances, will write a file without resetting its Archive attribute. One of these, oddly enough, is DRI's own PIP.COM. If a file on a disk has its Archive and Read-Only attribute bits set true, you can copy another file with the same fileref and user number to the disk with PIP only by using the "W" option. However, the BDOS will not reset the Archive attribute bit afterwards, so BU will be unable to recog-



nize the file as changed. The only solution here is to be aware of the problem and, if necessary, to perform a manual file backup immediately after using the utility.

BU accepts ambiguous file references only when a user number is also specified. In one sense, this is an aspect of the user interface design: a user normally should be allowed access to files in one user area only, especially when operations using ambiguous filenames are being performed. More truthfully, BDOS Services 17 (Search for First File) and 18 (Search for Next File) will not accept file references for all user areas. Either they search for all files in all user areas (including erased files), or they search a particular user area only. The only way BU could find an unambiguous or ambiguously speci-

fied file in all user areas would be to search the disk directory 32 times!

### Suggested Enhancements

Those of you with the ambition and the time can extend BU to become a complete file archiving utility. If your system has a hard disk, BU could maintain a catalog file that records each fileref and version number (without erasing previous versions), any pertinent file statistics such as size in kilobytes and assigned file attributes, the backup disk identification number, the time and date the backup copy was made, and the operator who made the backup. Even if you don't own a hard disk, you could maintain a similar sort of file on each backup disk for record-keeping purposes. As a starting point for such a program, you might consid-

er the "Archive" program that is developed in Kernighan & Plauger's book *Software Tools* (Addison-Wesley, ISBN 1-201-03669-X). The program is presented in source code using RATFOR, which for all practical purposes is a variation on a theme of the C programming language.

So, there you have it: a fully functional incremental backup utility for CP/M-80 and CP/M-86. Why DRI did not include an Archive option with PIP for these operating systems after going to the trouble of designing all the necessary features into them is a matter for future historians of computer software to ponder. In the meantime, I hope you enjoy using BU. **DDJ**

### Reader Ballot

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## Archiving Files Listing (Text begins on page 36)

```

/* BU.C - A File Backup Utility for CP/M-80 & CP/M-86
*
* Copyright:   Ian Ashdown
*              byHeart Software
*              2 - 2016 West First Avenue
*              Vancouver, B.C. V6J 1G8
*              Canada
*
* Acknowledgment: DeSmet C code and suggestions for program
*                  improvement courtesy of Dr. Dobb's Journal
*                  Contributing Editor Anthony Skjellum
*
* Version:     1.1      Written for Aztec CII v1.06b (CP/M-80)
*                  and DeSmet C88 v2.2 (CP/M-86)
*
* Date:        December 31st, 1983 (Version 1.0)
*              September 7th, 1984 (Version 1.1)
*
* BU utilizes the undocumented "archive" file attribute feature
* of CP/M-80 Versions 2.x and CP/M-86 to automatically detect
* files that have been changed since the disk was last "backed
* up" and copy them (with verification) to a backup disk. This
* program performs the same action as the "A" option of PIP
* under Digital Research's MP/M 2, for which the Archive
* attribute is documented.
*
* Usage: BU x[:afn] y [-AFHQSn]
*
*       where x = drive name of disk to be backed up
*              y = drive name of backup disk
*
*       and the optional arguments are:
*
*       -A      All files, regardless of status
*       -F      Fast copy (without verification)
*       -H      Hard disk (files may be split)
*       -Q      Query each file before backup
*       -S      System attribute copied to backup

```

(Continued on next page)



```
*           -n          Backup USER 'n' files only (0-31)
*           afn         Any legal CP/M ambiguous fileref
*                       (can only be used with -n option)
*/

#include "stdio.h"
#include "ctype.h"          /* Contains macro for "isdigit()" */

/**** DEFINITIONS ****/

#define AZTEC    1          /* Aztec CII v1.06b (CP/M-80) */
#define DESMET   0          /* DeSmet C88 v2.2 (CP/M-86) */

#if DESMET
#define movmem(src,dest,len)  _mov(len,src,dest)
#endif

#define ERROR      -1
#define DEL        -1      /* Deleted fileref flag */
#define ALL        -1      /* All user numbers flag */
#define TRUE       -1
#define FALSE      0
#define SUCCESS    0
#define O_RDONLY   0
#define USER_ERR   0      /* Specified fileref must only be used
                           with -number command-line option */
#define BAD_FREFF  1      /* Illegal file reference */
#define BAD_ARGS   2      /* Illegal command line */
#define BAD_OPT     3      /* Illegal option */
#define BAD_USER    4      /* Illegal user number */
#define BAD_DRV     5      /* Illegal drive names */
#define SAME_DRV    6      /* Same drive name for output as input */
#define OPN_ERR     8      /* File open error */
#define READ_ERR    9      /* File read error */
#define CLS_ERR    10      /* File close error */
#define BAD_VFY     11     /* File verify error */
#define DIR_IO      6      /* BDOS Direct I/O service */
#define RESET_DRV  13      /* BDOS Reset All Drives service */
#define SEL_DRV    14      /* BDOS Select Drive service */
#define SRCH_F     17      /* BDOS Search Next service */
#define SRCH_N     18      /* BDOS Search Next service */
#define GET_DRV    25      /* BDOS Get Default Drive service */
#define SET_DMA    26      /* BDOS Set DMA Address service */
#define SET_ATT    30      /* BDOS Set File Attributes service */
#define USER_CODE  32      /* BDOS Get/Set User Code service */
#define MAX_USER   32      /* 32 user codes under CP/M (see DR's
                           documentation for BDOS Service 32) */

/**** GLOBAL VARIABLES ****/

char ent_drv,    /* Entry drive code */
     ent_user,   /* Entry user code */
     cur_user;   /* Current user code */

/**** MAIN BODY OF CODE ****/

main(argc,argv)
int argc;
char *argv[];
{
    char in_dsk,      /* Drive name of input disk */
         out_dsk,     /* Drive name of output (backup) disk */
         in_drv,      /* Drive code of input disk */
         out_drv,     /* Drive code of output disk */
         seg_no,      /* Segment number for split files */
         in_file[15], /* Fileref of current input file */
         out_file[15], /* Fileref of current output file */

```

(Continued on page 42)



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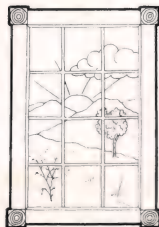
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```

c,                /* Scratch variable */
*s,               /* Scratch string pointer */
*buffer,          /* Pointer to directory entry returned */
                 /* by "srch_file()" */
*srch_file(),
*malloc();

/* File control blocks of current input and output files */

static char in_fcb[33],      /* (Automatically initialized */
            out_fcb[33];     /* to zero by compiler) */

/* Structure for linked list of filerefs */

struct file_ref
{
    char name[12];           /* File reference */
    struct file_ref *next;   /* Pointer to next instance */
} root,                     /* Start of linked list */
*fref_1,                    /* Scratch pointers to */
*fref_2;                    /* linked list instances */

/* Initialized file control block for "srch_file()". This FCB
   is for a fully ambiguous fileref that causes "srch_file()"
   to return all directory entries for the current default
   drive. */

static char fcb[] = {'?', '?', '?', '?', '?', '?', '?', '?',
                    '?', '?', '?', '?', '?', '?', '0', '0', '0'};

int file_cnt = 0,          /* Count of file to be backed up */
    dup_flag,              /* Duplicate fileref flag */
    all_files,             /* All_files flag (cmd-line option) */
    fast_copy,             /* Fast copy flag (cmd-line option) */
    hard_disk,             /* Hard disk flag (cmd-line option) */
    query,                 /* Query flag (cmd-line option) */
    system,                /* System flag (cmd-line option) */
    user_no,               /* User number (cmd-line option) */
    next_flag = FALSE;     /* Flag to indicate to "srch_file()"
                           that a "search next" is required */

register int i, j;         /* Loop indices */

long begin,                /* Input file position variables */
    end;

/* Display program header */

printf("\nBU Version 1.1");
printf("                                Copyright 1983, 1984");
printf(" byHeart Software\n\n");

/* Initialize command-line options */

all_files = FALSE;        /* Copy only non-archived files */
fast_copy = FALSE;        /* Copy files with verification */
hard_disk = FALSE;        /* Files will not be split across backup
                           disks if remaining capacity of backup
                           disk is less than current file size */

query = FALSE;            /* Backup without query */
system = FALSE;           /* Assign directory attribute to all
                           backup files */
user_no = ALL;            /* Backup files in all user areas */

/* Parse command line for user-selected options (if any) */

if(argc < 3)

```

(Continued on page 44)





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```
error(BAD_ARGS,NULL);          /* Illegal command line */
if(argc > 3)
{
    i = 3; /* Start with third command-line argument */
    while(i < argc)
    {
        if(*argv[i] != '-')
            error(BAD_OPT,argv[i]); /* Missing leading '-' */
        s = argv[i]+1;
        while(*s)
        {
            if(*s == 'A')          /* Check for all_files option */
                all_files = TRUE;
            else if(*s == 'F')     /* Check for fast copy option */
                fast_copy = TRUE;
            else if(*s == 'H')     /* Check for hard disk option */
                hard_disk = TRUE;
            else if(*s == 'Q')     /* Check for query option */
                query = TRUE;
            else if(*s == 'S')     /* Check for system option */
                system = TRUE;
            else if(isdigit(*s))   /* Check for user number option */
            {
                user_no = *s++ - '0';
                if(isdigit(*s))
                    user_no = user_no * 10 + *s++ - '0';
                if(user_no < 0 || user_no > 31)
                    error(BAD_USER,argv[i]);
                continue;
            }
            else
                error(BAD_OPT,argv[i]);
            s++;
        }
        i++;
    }
}

/* Validate input parameters */

if(*(argv[1]+1) != '\0') /* Check for specified fileref */
{
    if(user_no == ALL)      /* Can only use with specified */
        error(USER_ERR,NULL); /* user number (-n option) */

    /* Modify "fcb[]" to incorporate fileref */

    if(copy_fref(fcb,argv[1]) == ERROR)
        error(BAD_FREF,argv[1]);
}
if(*argv[1] < 'A' || *argv[1] > 'P' ||
    *argv[2] < 'A' || *argv[2] > 'P')
    error(BAD_DRV,NULL); /* Illegal drive names */
if(*argv[1] == *argv[2])
    error(SAME_DRV,NULL); /* Drive names are same */

/* Save entry drive and user codes */

ent_drv = bdos(GET_DRV);
ent_user = bdos(USER_CODE,0xff);

/* Calculate input and output drive codes */

in_drv = (in_dsk = *argv[1]) - 'A' + 1;
out_drv = (out_dsk = *argv[2]) - 'A' + 1;

/* Set default drive to input drive */
```



```

bdos(SEL_DRV,in_drv-1);

/* Set user code to "user_no" if -n option specified */
if(user_no != ALL)
    bdos(USER_CODE,user_no);

/* Read first 12 bytes of updated active directory entries into
   linked list of filerefs. If first byte of entry is 0xe5,
   then file has been erased. */

root.next = NULL;      /* Initialize linked list root */
fref_1 = &root;        /* Initialize linked list pointer */
while(buffer = srch_file(fcb,next_flag))
{
    /* Bit 7 of third filetype byte (t3') in directory entry
       is the Archive attribute indicator. The BDOS sets this
       bit to zero whenever it updates a directory entry. */

    if(buffer[0] != 0xe5 &&
       (buffer[0] == user_no || user_no == ALL) &&
       (!(buffer[11] & 0x80) || all_files))
    {
        fref_1->next =      /* Allocate space for fileref instance */
            (struct file_ref *) malloc(sizeof(struct file_ref));
        fref_1 = fref_1->next; /* Assign space to instance */
        movmem(buffer,fref_1->name,12); /* Move fileref to */
                                         /* linked list instance */
        fref_1->next = NULL; /* Indicate current end of list */
    }
    next_flag = TRUE;      /* Only first call to "srch_file()" */
                          /* should be made with "next_flag" */
}
                          /* set to FALSE */

/* If no files have been backed up ... */

if(!root.next) /* Null "root.next" indicates no files have */
{
    /* been changed */
    printf("NO FILES HAVE BEEN UPDATED");
    if(user_no != ALL)
        printf(" in user area %d\n",user_no);
    else
        putchar('\n');
    reset(); /* Reset user and drive codes to entry values */
    exit(0);
}

/* There may be duplicate filerefs in linked list due to some
   files occupying more than one extent on the disk. These
   duplicates must be marked as "deleted" in the list.
   (Duplicate filerefs with different user codes are valid.) */

/* For all filerefs ... */

fref_1 = &root; /* Initialize a linked list pointer */
while(fref_1->next)
{
    fref_1 = fref_1->next; /* Root instance is NULL entry */
    dup_flag = FALSE;     /* Reset duplicate fileref flag */

    /* For all preceding filerefs ... */

    fref_2 = &root; /* Initialize another linked list pointer */
    fref_2 = fref_2->next; /* Skip root instance */
    while(fref_2->next != fref_1->next)
    {
        /* Compare filerefs (ignore deleted filerefs and different
           user codes) */
    }
}

```

(Continued on next page)



```
    if(fref_2->name[0] != DEL && fref_1->name[0] == fref_2->name[0])
        if(!strncmp(fref_1->name+1,fref_2->name+1,11))
        {
            dup_flag = TRUE;        /* Indicate duplicate fileref */
            break;
        }
    fref_2 = fref_2->next;
}
if(dup_flag == TRUE)
    fref_1->name[0] = DEL;        /* Delete if duplicate fileref */
else
    file_cnt++;                  /* Increment file count */
}

/* Display file copy header */

printf("Number of files to be copied: %d\n\n",file_cnt);
printf("User:      Files being copied to Drive %c:\n\n",
        out_dsk);

/* Initialize current input and output fileref templates */

in_file[0] = in_dsk;
out_file[0] = out_dsk;
in_file[1] = out_file[1] = ':';
in_file[10] = out_file[10] = '.';
in_file[14] = out_file[14] = '\0';

/* Initialize current input and output FCB templates */

in_fcb[0] = in_drv;
out_fcb[0] = out_drv;

/* For all validated filerefs do ... */

for(cur_user = 0; cur_user < MAX_USER; cur_user++)
{
    if(user_no != ALL)
        if(cur_user != user_no)
            continue;
    bdos(USER_CODE,cur_user);    /* Set user code to "cur_user" */
    fref_1 = &root;              /* Initialize linked list pointer */
    while(fref_1->next)
    {
        fref_1 = fref_1->next;    /* Root instance is NULL entry */
        if(fref_1->name[0] == cur_user)
        {
            /* Update the current input and output FCB's */

            movmem(fref_1->name+1,in_fcb+1,11);
            movmem(fref_1->name+1,out_fcb+1,11);

            /* Reset the Read-Only and System attribute bits of the
             FCB's so that the file can be copied and displayed
             (unless the "system" flag is TRUE) */

            out_fcb[9] &= 0x7f;    /* Read-Only attribute */
            if(!system)
                out_fcb[10] &= 0x7f; /* System attribute */

            /* Set the Archive attribute bit of the FCB's to indicate
             that the file has been backed up */

            in_fcb[11] |= 0x80;
            out_fcb[11] |= 0x80;
```

(Continued on page 48)



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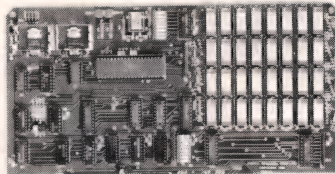
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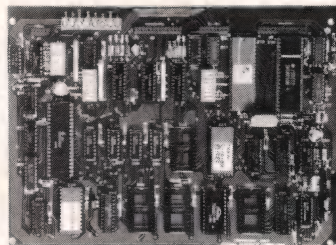
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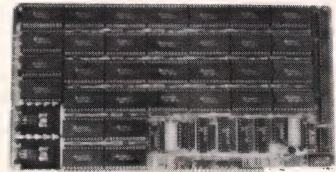
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(48K KIT)

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RAM OR EPROM!

BLANK PC BOARD  
WITH  
DOCUMENTATION  
**\$52**

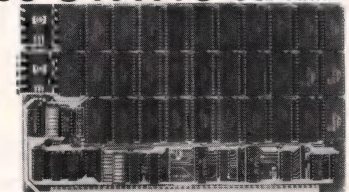
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56K Kit \$169

64K Kit \$199

ASSEMBLED AND  
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### FEATURES:

- \* Uses new 2K x 8 (TMM 2016 or HM 6116) RAMs.
- \* Fully supports Extended Addressing.
- \* 64K draws only approximately 500 MA.
- \* 200 NS RAMs are standard. (TOSHIBA makes TMM 2016s as fast as 100 NS. FOR YOUR HIGH SPEED APPLICATIONS.)
- \* Board is configured as 3-16K blocks and 8-2K blocks (within any 64K block) for maximum flexibility.
- \* 2716 EPROMs may be installed anywhere on Board.
- \* Top 16K may be disabled in 2K blocks to avoid any I/O conflicts.
- \* One Board supports both RAM and EPROM.
- \* RAM supports 2MHZ operation at no extra charge!
- \* Board may be partially populated in 16K increments.

## 32K S100 EPROM/STATIC RAM

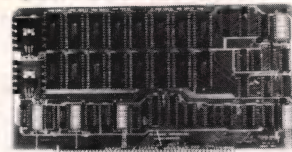
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### NEW!

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FULL  
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We took our very popular 32K S100 EPROM Card and added additional logic to create a more versatile EPROM/RAM Board.

### FEATURES:

- \* This one board can be used in any one of four ways:  
A. As a 32K 2716 EPROM Board  
B. As a 32K 2732 EPROM Board (Using Every Other Socket)  
C. As a mixed 32K 2716 EPROM/2K x 8 RAM Board  
D. As a 32K Static RAM Board
- \* Uses New 2K x 8 (TMM2016 or HM6116) RAM's
- \* Fully Supports IEEE 696 Buss Standard (As Proposed)
- \* Supports 24 Bit Extended Addressing
- \* 200 NS (FAST!) RAM's are standard on the RAM Kit
- \* Supports both Cromemco and North Star Bank Select
- \* Supports Phantom
- \* On Board wait State Generator
- \* Every 2K Block may be disabled
- \* Addressed as two separate 16K Blocks on any 64K Boundary
- \* Perfect for MP/M™ Systems
- \* RAM Kit is very low power (300 MA typical)

PRICES  
SLASHED!

**32K STATIC RAM KIT — \$109.95**  
For RAM Kit A&T — Add \$400

**TERMS:** Add \$3.00 postage. We pay balance. Orders under \$15 add 75¢ handling. No. C.O.D. We accept Visa and MasterCard. Tex. Res. add 5-1/8% Tax. Foreign orders (except Canada) add 20% P & H. Orders over \$50, add 85¢ for insurance.



```
/* Move the fileref from the FCB's to the initialized
   input and output fileref templates */

movmem(in_fcb+1,in_file+2,8); /* Filename move */
movmem(out_fcb+1,out_file+2,8);
movmem(in_fcb+9,in_file+11,3); /* Filetype move */
movmem(out_fcb+9,out_file+11,3);

/* Strip high order bits off filerefs to form proper
   ASCII characters */

for(j = 2; j <= 13; j++)
{
    in_file[j] &= 0x7f;
    out_file[j] &= 0x7f;
}

/* Display the filerefs */

printf(" %2d      %s --> %s",cur_user,in_file,out_file);

/* Query operator for backup if indicated by "query"
   flag */

if(query)
{
    printf(" O.K. to backup? ");
    if((c = in_chr()) == 'y' || c == 'Y')
        puts("Yes");
    else
    {
        puts("No");
        continue; /* Go do next fileref if "No" */
    }
}
else
    putchar('\n');

/* Copy file from the input disk to the output disk */

if(hard_disk) /* Split file across backup disks if */
{
    /* necessary */
    begin = 0L; /* Initialize file position pointer */
    seg_no = 0; /* and split file segment number */
    do
    {
        /* Reset the Read-Only attribute of the output file
           (if it exists) so that the input file can be
           copied to it */

        bdos(SET_ATT,out_fcb);

        end = copy_file(in_file,out_file,begin);
        if(!fast_copy) /* Verify file unless -F selected */
            verify_file(in_file,out_file,begin);

        /* Set the Read-Only attribute of the output file */

        out_fcb[9] != 0x80;
        bdos(SET_ATT,out_fcb);
        out_fcb[9] &= 0x7f; /* ... and reset the fcb */
        if(end != NULL)
        {
            /* File has been partially written on current
               backup disk - new disk required to continue */

```



```

new_disk(out_file,hard_disk);

/* Append segment number to filename of output
   fileref (e.g. - B:FILE.TYP will become
   B:FILE--01.TYP) */

seg_no++;
for(j = 2; j <= 7; j++) /* Change spaces to */
    if(out_file[j] == ' ') /* '-' character */
        out_file[j] = '-';
out_file[8] = seg_no/10 + '0'; /* Append segment */
out_file[9] = seg_no%10 + '0'; /* number */

/* Display filerefs again */

printf(" %2d      %s --> %s\n",
        cur_user,in_file,out_file);
}
begin = end;
}
while(end != NULL); /* Loop until file is written */
}
else
{
    /* Reset the Read-Only attribute of the output file
       (if it exists) */

    bdos(SET_ATT,out_fcb);

    if(copy_file(in_file,out_file,OL) != NULL)
    {
        /* Disk was full - erase partially written file, back
           up fileref pointer and rewrite file to new disk */

        unlink(out_file);
        new_disk(out_file,hard_disk);
        i--;
        continue;
    }

    if(!fast_copy) /* Verify file unless -F selected */
        verify_file(in_file,out_file,OL);

    /* Set the Read-Only attribute of the output file */

    out_fcb[9] |= 0x80;
    bdos(SET_ATT,out_fcb);
}

/* Set the Archive attribute of the input file to
   indicate that the file was successfully backed up */

bdos(SET_ATT,in_fcb);
}
}
}
reset(); /* Reset user and drive codes to entry values */
}

/**** FUNCTIONS ****/

/* Search for first or next directory entry */

char *srch_file(fcb_ptr,next_flag)
char *fcb_ptr; /* Pointer to file control block */
int next_flag; /* Flag to indicate "search next" */
{
    static char sf_cur[32]; /* Current directory entry buffer */
    static char sf_fcb[36]; /* File control block buffer */

```

(Continued on next page)



```
int index, /* Index of directory entry in DMA buffer */
    *ptr; /* Pointer to directory entry in DMA buffer */

bdos(SET_DMA,0x80); /* Set DMA address to 80h */
if(!next_flag)
{
    movmem(fcb_ptr,sf_fcb,16); /* Initialize FCB buffer */
    if((index = bdos(SRCH_F,sf_fcb)) == 0xff) /* Find first */
        return NULL; /* Return NULL if unsuccessful */
}
else
    if((index = bdos(SRCH_N,NULL)) == 0xff) /* Find next */
        return NULL; /* Return NULL if unsuccessful */

/* BDOS services 17 and 18 leave four consecutive directory
   entries of 32 bytes each in the 128-byte DMA buffer and also
   returns an index value of 0, 1, 2 or 3 to indicate the
   correct directory entry in the accumulator. The "bdos()"
   function returns this index value. */

ptr = 0x80 + index * 32; /* Calculate pointer to directory
                           entry */
movmem(ptr,sf_cur,32); /* Move directory entry to current
                        directory entry buffer */
return sf_cur;
}

/* Copy file starting at "offset" from beginning */
copy_file(in_file,out_file,offset)
char *in_file, /* Input fileref */
    *out_file; /* Output fileref */
long offset; /* Input file position offset */
{
    register int in_cnt, /* Character counts for unbuffered I/O */
        out_cnt;
    int fd_in, /* Input file descriptor */
        fd_out, /* Output file descriptor */
        full_disk = FALSE; /* Full disk flag */

    char *buffer, /* Input file buffer */
        *buff_ptr, /* Pointer to current position in "buffer[]" */
        *malloc();

    unsigned buf_size = 32768; /* Initial memory allocation size */

    /* "read()" accepts a maximum of 32768 bytes at a time. Allocate
       as much memory as possible up to this limit for the input
       buffer, using 128 byte decrements. */

    do
        if(buffer = malloc(buf_size))
            break;
    while(buf_size -= 128);

    /* Open input file for unbuffered Read-Only access */
    if((fd_in = open(in_file,O_RDONLY)) == ERROR)
        error(OPN_ERR,in_file);

    /* Create the output file by first deleting it (if it
       exists), then opening it for unbuffered Write-Only
       access. */
}
```

(Continued on page 52)





## 74LS

LS00	.25	LS162	.65
LS01	.24	LS163	.50
LS02	.25	LS164	.65
LS03	.25	LS165	.90
LS04	.25	LS166	.99
LS05	.25	LS169	1.25
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LS09	.25	LS175	.50
LS10	.24	LS181	1.99
LS11	.24	LS191	.90
LS12	.30	LS192	.80
LS13	.40	LS193	.80
LS14	.50	LS194	.65
LS15	.32	LS195	.65
LS20	.25	LS196	.75
LS21	.28	LS197	.85
LS27	.28	LS221	.75
LS30	.25	LS240	1.00
LS32	.28	LS241	.80
LS33	.50	LS242	1.00
LS37	.33	LS243	1.00
LS38	.34	LS244	1.00
LS42	.45	LS245	1.20
LS51	.24	LS251	.50
LS54	.25	LS253	.55
LS55	.27	LS257	.55
LS73	.35	LS258	.55
LS74	.35	LS259	2.50
LS85	.65	LS260	.50
LS86	.30	LS266	.50
LS90	.50	LS273	1.25
LS93	.55	LS279	.45
LS97	2.00	LS280	1.50
LS107	.37	LS283	.60
LS109	.35	LS290	.85
LS112	.33	LS293	.85
LS122	.45	LS298	.89
LS123	.65	LS299	1.60
LS124	2.75	LS323	2.60
LS125	.50	LS348	.75
LS126	.49	LS366	.45
LS132	.50	LS367	.50
LS133	.45	LS368	.40
LS138	.50	LS373	1.25
LS139	.50	LS374	1.30
LS151	.50	LS375	1.00
LS153	.50	LS377	1.49
LS154	1.50	LS378	.85
LS155	.50	LS390	1.19
LS156	.55	LS393	1.19
LS157	.50	LS399	1.25
LS158	.50	LS670	1.50
LS160	.65	25LS2569	3.00
LS161	.55		

## TTL

7400	.22	74121	.27
7402	.22	74123	.40
7408	.24	74125	.49
7410	.19	74151	.50
7413	.33	74153	.50
7420	.22	74154	1.19
7425	.25	74157	.50
7427	.25	74160	.80
7428	.25	74162	.60
7432	.27	74163	.60
7433	.25	74164	.80
7440	.19	74165	.80
7442	.40	74166	1.00
7451	.20	74173	.75
7473	.34	74174	.85
7474	.40	74175	.80
7483	.45	74185	1.70
7485	.55	74192	.70
7486	.30	74193	.80
7490	.35	74195	.80
7493	.33	74273	1.75
7496	.40	74367	.60
74107	.28	74390	1.40
74109	.45		

## EPROM

2708 1KX8 450 n.s.	2.20
2758 1KX8 +5V 450 n.s.	2.50
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450 n.s.	3.20
2716-1 2KX8 350 n.s.	4.95
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TMS4044 (MCM6641 C-25)	
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4116 16KX1-150 n.s.	8/12.95
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TMS4416-16KX4-150 n.s.	5.25
MK4516-15 16KX1-5Volt	1.50
5280N-5 (2107B-4 • TMS4060)	
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5.000000	1.50
5.0688	3.75
5.616	1.59
6.000	2.49
6.176	1.49
7.164112	1.49
7.3728	1.49
8.000	1.99
9.000	1.49
9.90000	1.25
10.69425	3.75
10.8864	1.49
10.920	1.49
11.088	1.59
12.000	2.75
13.440	1.00
14.31818	2.49
15.2	1.10
16.00000	1.50
16.5888	1.49
17.430	2.49
18.2259	1.00
20.000	3.75
21.87108	1.00
22.092	1.00
32.000	2.49
40.000	2.00
87.3333	1.00
91.000	1.00
104.8	1.00



```
if((fd_out = creat(out_file,NULL)) == ERROR)
    error(OPN_ERR,out_file);

/* Initialize input file position pointer to "offset" */
lseek(fd_in,offset,0);

/* Copy input file to output file by buffering data
   through "buffer[]" */

do
{
    if((in_cnt = read(fd_in,buffer,buf_size)) == ERROR)
        error(READ_ERR,in_file);
    buff_ptr = buffer; /* Initialize "buffer[]" pointer */
    out_cnt = 0;       /* and "out_cnt" */
    do
    {
        /* Write contents of "buffer[]" to output file in 128
           byte records until either the buffer is written or a
           write error occurs. Since the Ox1a (^Z) character CP/M
           uses as an EOF marker is a valid file character for non-
           ASCII files, "read()" always reads the last 128 byte
           record of a file under CP/M. */

        if(write(fd_out,buff_ptr,128) != 128)
        {
            /* The standard implementation of "write()" does not
               distinguish between a full disk or directory and a
               write error in its returned error code. Thus, it is
               assumed that an error means a full disk/directory. */

            full_disk = TRUE;
            break;
        }
        buff_ptr += 128; /* Increment "buffer[]" ptr */
        out_cnt += 128; /* Update count of chars written */
    }
    while(in_cnt > out_cnt); /* Until end of "buffer[]" */
    offset += out_cnt; /* Update input file position pointer */
    if(full_disk == TRUE)
        break;
}
while(in_cnt == buf_size); /* Until end of file */
free(buffer); /* Deallocate buffer space */
if(close(fd_in) == ERROR) /* Close the files */
    error(CLS_ERR,in_file);
if(close(fd_out) == ERROR)
    error(CLS_ERR,out_file);

/* If full disk return new offset for input file, else */
/* return NULL to indicate completion of file copy operation */

return (full_disk ? offset : NULL);
}

/* Compare portion of input file starting at "offset" from begin-
   ning of file with output file */

verify_file(in_file,out_file,offset)
char *in_file, /* Input fileref */
    *out_file; /* Output fileref */
long offset; /* Input file position offset */
{
    register int match_cnt; /* Scratch variable */
```



```

int out_cnt, /* Character counts for unbuffered I/O */
    fd_in, /* Input file descriptor */
    fd_out; /* Output file descriptor */

char *buffer, /* Dynamically-allocated buffer */
    *in_ptr, /* Input file buffer pointer */
    *out_ptr, /* Output file buffer pointer */
    *malloc();

unsigned buf_size = 65280; /* Initial memory allocation size */

/* "read()" and "write()" accept a maximum of 32768 bytes at a
   time. Allocate as much memory as possible up to this limit
   for both the input and output buffers, using 256 byte
   decrements (128 bytes for each buffer). */

do
    if(buffer = malloc(buf_size))
        break;
while(buf_size -= 256);

/* Divide "buffer[]" in two for "in_ptr" and "out_ptr" */

buf_size /= 2;

if((fd_in = open(in_file,O_RDONLY)) == ERROR) /* Open files */
    error(OPN_ERR,in_file);
if((fd_out = open(out_file,O_RDONLY)) == ERROR)
    error(OPN_ERR,out_file);
lseek(fd_in,offset,0); /* Initialize file position pointer */

/* Read in characters from both files and compare */

do
{
    in_ptr = buffer; /* Assign buffer pointers */
    out_ptr = in_ptr + buf_size;
    if(read(fd_in,in_ptr,buf_size) == ERROR)
        error(READ_ERR,in_file);
    if((out_cnt = read(fd_out,out_ptr,buf_size)) == ERROR)
        error(READ_ERR,out_file);
    match_cnt = out_cnt;
    while(match_cnt--) /* Verify character */
        if(*in_ptr++ != *out_ptr++) /* by character, and */
        { /* delete the output */
            if(close(fd_out) == ERROR) /* file if they fail */
                error(CLS_ERR,out_file); /* to match */
            unlink(out_file);
            error(BAD_VFY,out_file);
        }
    }
while(out_cnt == buf_size); /* Until end of output file */
free(buffer); /* Deallocate buffer space */
if(close(fd_in) == ERROR) /* Close the files - verifi- */
    error(CLS_ERR,in_file); /* cation was successful */
if(close(fd_out) == ERROR)
    error(CLS_ERR,out_file);
}

/* Copy fileref to file control block */

copy_fref(fcb,fref)
char *fcb, /* Pointer to file control block */
    *fref; /* Pointer to fileref */
{
    char c; /* Scratch variable */
    int i, /* Fileref index variable */
        j, /* FCB index variable */
        k, /* Scratch variable */
        done; /* Loop break flag */
}

```

(Continued on next page)



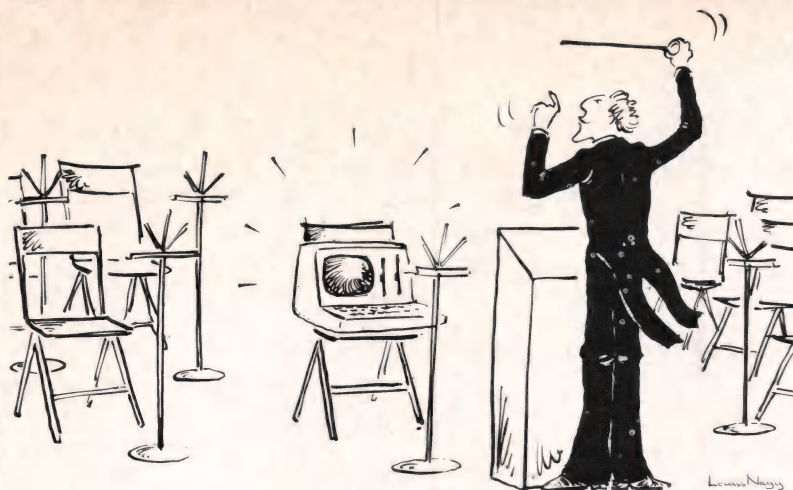
```
if(fref[1] != ':' || fref[2] == '\0')
    return ERROR; /* No drive code separator or null fileref */

/* Calculate drive code from drive name and put in FCB */
fcb[0] = fref[0] - 'A' + 1;

/* Process remainder of fileref */
done = FALSE;
for(i = 2, j = 1; i <= 9; i++, j++) /* Skip drive code in */
{ /* fileref */
    switch(c = fref[i])
    {
        case '.': /* Filetype separator */
            if(i == 2)
                return ERROR; /* Null filename */
            for( ; j <= 8; j++)
                fcb[j] = ' '; /* Pad filename with trailing blanks */
            done = TRUE;
            break;
        case '*': /* Match any following string */
            for( ; j <= 8; j++)
                fcb[j] = '?'; /* Pad filename with trailing */
            i++; /* question marks */
            done = TRUE;
            break;
        case '\0': /* End of fileref */
            for( ; j <= 11; j++) /* Pad FCB with trailing spaces */
                fcb[j] = ' ';
            return SUCCESS;
        case ',': /* Illegal filename characters */
        case ';':
        case ':':
        case '=':
        case '[':
        case ']':
        case '_':
        case '<':
        case '>':
            return ERROR;
        default:
            if(c != '!' && c != '~')
                fcb[j] = c; /* Copy character from fileref to FCB */
            else
                return ERROR; /* Nonprintable character or ' ' */
    }
    if(done)
        break;
}
c = fref[i];
if((c = fref[i]) == '\0') /* End of fileref */
{
    for( ; j <= 11; j++) /* Pad FCB with trailing spaces */
        fcb[j] = ' ';
    return SUCCESS;
}
else if(c == '.') /* Filetype separator */
{
    i++;
    k = i + 2; /* Set limit of 3 characters */
    for( ; i <= k; i++, j++)
    {
        done = FALSE;
        switch(c = fref[i])
```

(Continued on page 56)





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```

{
    case '*':          /* Match any following string */
        for( ; j <= 11; j++)
            fcb[j] = '?';          /* Pad filetype with trailing */
        return SUCCESS;          /* question marks */
    case '\0':         /* End of fileref */
        for( ; j <= 11; j++) /* Pad FCB with trailing */
            fcb[j] = ' ';          /* spaces */
        return SUCCESS;
    case ',':          /* Illegal filetype characters */
    case ';':
    case ':':
    case '=':
    case '[':
    case ']':
    case '_':
    case '<':
    case '>':
        return ERROR;
    default:
        if(c != '!' && c != '~')
            fcb[j] = c; /* Copy character from fileref */
        else /* to FCB */
            return ERROR; /* Nonprintable character or ' ' */
}
}

/* Return ERROR if filetype too long */
return (fref[i] == '\0' ? SUCCESS : ERROR);
}
else
    return ERROR; /* Filename too long */
}

/* Error report */
error(n,s)
int n;          /* Error code */
char *s;        /* Pointer to optional string */
{
    switch(n)
    {
        case USER_ERR:
            printf("\007** ERROR - No user number specified **\n");
            break;
        case BAD_FREF:
            printf("\007** ERROR - Illegal file reference: %s **\n",s);
            break;
        case BAD_ARGS:
            printf("\007** ERROR - Illegal command line **\n");
            break;
        case BAD_OPT:
            printf("\007** ERROR - Illegal command line option:");
            printf(" %s **\n",s);
            break;
        case BAD_USER:
            printf("\007** ERROR - User number must be inside range");
            printf(" of 0 to 31 **\n");
            break;
        case BAD_DRV:
            printf("\007** ERROR - Drive names must be inside range");
            printf(" of 'A' to 'F' **\n");
    }
}

```

(Continued on page 58)



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```

        break;
    case SAME_DRV:
        printf("\007** ERROR - Drive names cannot be equal **\n");
        break;
    case OPN_ERR:
        printf("\007\n** ERROR - Cannot open file %s **\n",s);
        reset();
        exit(0);
    case READ_ERR:
        printf("\007\n** ERROR - Read error on file %s **\n",s);
        reset();
        exit(0);
    case CLS_ERR:
        printf("\007\n** ERROR - Cannot close file %s **\n",s);
        reset();
        exit(0);
    case BAD_VFY:
        printf("\007\n** ERROR - Failed verify on file %s **\n",s);
        reset();
        exit(0);
}
printf("\nUsage: BU x[:afn] y [-AFHQS\n]\n\n");
printf("        where x = drive name of disk to be backed up\n");
printf("        y = drive name of backup disk\n\n");
printf("        and the optional arguments are:\n\n");
printf("        -A          All files, regardless of");
printf(" status\n");
printf("        -F          Fast copy (without ");
printf(" verification)\n");
printf("        -H          Hard disk (files may be");
printf(" split)\n");
printf("        -Q          Query each file before");
printf(" backup\n");
printf("        -S          System attribute copied to");
printf(" backup\n");
printf("        -n          Backup USER 'n' files only");
printf(" (0-31)\n");
printf("        -afn        Any legal CP/M ambiguous");
printf(" fileref\n");
printf("                    (can only be used with -n");
printf(" option)\n");
exit(0);
}

/* Request a new backup disk to be inserted in the output drive */

new_disk(name,hard_disk)
char *name;
int hard_disk;
{
    char d;

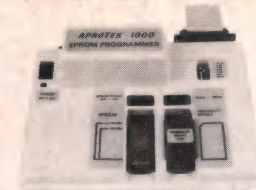
    printf("\007\n          ** BACKUP DISK FULL **\n\n");
    if(hard_disk)
        printf("WARNING: -H option active - FILE WILL BE SPLIT\n\n");
    printf("Insert new disk into drive %c to continue.\n",name[0]);
    printf("Type 'C' when ready or 'A' to abort ... ");
    while((d = in_chr()) != 'c' && d != 'C' && d != 'a' && d != 'A')
        ;
    if(d == 'a' || d == 'A')
    {
        unlink(name);
        exit(0);
    }
    else

```

(Continued on page 60)



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```
    printf("\n\n");
    bdos(RESET_DRV,NULL);          /* Reset drives */
}

/* Reset user and drive codes to entry values */

reset()
{
    bdos(USER_CODE,ent_user);
    bdos(SEL_DRV,ent_drv);
}

/* Get character from current CP/M CON: device without echo */

in_chr()
{
    int c;

    do
        c = bdos(DIR_IO,0xff);
    while(!c);
    return c;
}

/* Additional function required for DeSmet C version of BU86.C */

#ifdef DESMET
bdos(beta,delta)
int beta,
    delta;
{
    return _dos(beta,delta);
}
#endif

/** EXPLANATION OF AZTEC CII STDIO.H FUNCTIONS ***/

/* bdos(bc,de) : DeSmet equivalent is defined under FUNCTIONS :
 * int bc,de;
 *
 * Calls CP/M's BDOS with 8080 CPU register pair BC set to "bc"
 * and register pair DE set to "de". The value returned by the
 * 8080 CPU accumulator is the return value.
 *
 * movmem(src,dest,length) : DeSmet equivalent is defined :
 * char *dest, *src; : under DEFINITIONS :
 * int length;
 *
 * Moves data from "src" to "dest". The number of bytes is
 * specified by the parameter "length".
 *
 * strncmp(str1,str2,max) : Identical for DeSmet :
 * char *str1,*str2;
 * int max;
 *
 * Compares "str1" to "str2" for at most "max" characters, and
 * returns NULL if strings are equal, -1 if "str1" is less than
 * "str2", and +1 if "str1" is greater than "str2".
 */

/* End of BU.C */
```



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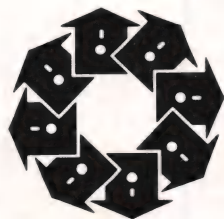
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# MBOOT and MODEM7 for the C-64's CP/M

by Walt Piotrowski

If you have CP/M for your Commodore 64, you may have noticed that the ads for CP/M software never mention that the program is available in Commodore's disk format. If you have tried to buy any of this software, you have found out why the ads don't mention it: with one exception, diskettes for the C-64 are not available (the only exception that I am aware of is Turbo Pascal from Borland International).

One company, Laboratory Microsystems, tried quite hard to help me buy their product but simply did not have access to any equipment that could write a diskette for the C-64. One of their suggestions was to provide the software on an IBM PC-compatible diskette; since I have access to a PC, I could transfer the program to the C-64. Unfortunately, I did not have any software for my C-64 that could do a download either.

## **MBOOT on the C-64—Download Only**

MBOOT, from the *DDJ* CP/M exchange column, was a good attempt at a generic program to download files using Ward Christensen's Xmodem file transfer protocol. In principle, all you have to do is take the listing, change a few equates to match your modem, type in the program, and assemble it, and you are ready to download files. If you are familiar with the way that CP/M is implemented on the C-64 (see the references at the end of the article if you aren't), you have probably guessed that modifying MBOOT for this computer isn't quite that easy.

Normal CP/M operation on the C-64 does not require access to the RS-232 port, so there is no code in the BIOS to handle this port. Because the modem is controlled through the RS-232 port, the modification for MBOOT required some 6510 code in addition to

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***"This article is about the MBOOT download program (DDJ, July 1982) and the modifications that were necessary to make it work on the C-64."***

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This article is about the MBOOT download program (*DDJ*, July 1982) and the modifications that were necessary to make it work on the C-64. Once you have MBOOT working, you can use a modem to download public domain software from RCPMs, and, assuming you have access to a machine with one of the more popular formats, you can also use it to set some of the commercial software that you need.

*Walt Piotrowski, State University of New York, Binghamton, NY 13901.*

MBOOT's 8080 code. This 6510 code makes RS-232 I/O requests to the Commodore I/O kernel. The problem is made a little more complex by the fact that the kernel handles the RS-232 transfers one bit at a time by servicing nonmaskable interrupts from a 6526 Interface Adapter chip. Normally, the kernel accepts an RS-232 request and sets up the hardware for the transfer but returns control to the requestor before the actual transfer is complete. The kernel then services the interrupts as they come along; other 6510 activities proceed in parallel with



the RS-232 transfer.

Under CP/M, however, it is quite normal to shut off the 6510 for long periods while programs run in the Z80. But the hardware does not allow the Z80 to receive these interrupts, nor does it contain any provision for switching on the 6510 if an interrupt arrives. This means that, unless MBOOT contains some provision to ensure that the 6510 is running (almost) continuously, RS-232 transfers will become garbled. Making sure that the 6510 is running while a character is being sent is not a big problem since transmission is totally under MBOOT's control. The 6510 code that I have added to make the transmission request to the I/O kernel includes a loop that waits in the 6510 until the kernel's RS-232 status byte shows that the character has been completely transmitted. Data reception is a little more complex.

Listing One (MBOOT64, page 67) is the modification of MBOOT's original 8080 code. If you were to compare MBOOT64 to MBOOT, you would find that MBOOT's inline I/O instructions, which originally were directed to the modem port, have been replaced with calls to a set of 6510 interface routines. These routines can be found at the end of Listing One. They allow the program to open the RS-232 channel (OPMDEM), close it (CLMDEM), send a character to the modem (WRMDEM), receive a character (RDMDEM), receive a character in a time out loop (RDMDEM2), and read a keyboard character (KYBD). The interface routines do not actually perform these functions: they set up parameters in memory that eventually cause a transfer to corresponding 6510 routines that do the work required. Listing Two (CPMMD65, page 79) contains the 6510 counterparts of each interface routine.

The actual transfer of control between the Z80 and the 6510 takes place at the label GO6510 in the interface routine section of MBOOT64. The transfer of control employs a user function in the BIOS that Commodore has provided to standardize the interface between CP/M programs and user-developed 6510 programs. This user function and the standard interface are described in the Commodore 64 CP/M user's guide. The modifica-

tions to MBOOT make use of request code 9 in this standard interface, and the program should be usable even if future modifications are made to Commodore's CP/M.

MBOOT (and MBOOT64) has two modes of operation: a file receive mode and a dumb terminal mode. In the file receive mode, the XMODEM protocol provides a strict handshake sequence between the computer transmitting the file and the computer receiving the file. Because of this handshaking, data reception in the file receive mode is not much more difficult than data transmission: MBOOT (and MBOOT64) sends a character to the computer that is transmitting the file then enters a wait loop. This transmitted character (ASCII ACK or NAK) is a signal that the receiving computer expects one sector of data.

In the original MBOOT, the wait loop contained code to poll the modem and a timeout counter to prevent a permanent hangup if the data never arrived. A vestige of this loop is at the label MWTI in MBOOT64. At MWTI (location 03E5), you will find a call to RDMDEM2, which activates the "read with wait" function in the 6510; this read with wait is at label INPUT2 (line 139) in CPMMD65.

Immediately after a byte is received, control is returned from the 6510 to the Z80. At this point, the 6510 is shut off while the Z80 takes care of the received character. However, this time period is very short, and the 6510 is always back on in time to accurately receive the next character.

In the dumb terminal mode, characters arrive at random times, making it impossible to predict the exact moment when a character will begin to arrive. The modification to this mode takes advantage of the fact that the terminal code is a very short loop in which a modem status check occurs every few microseconds. The modification simply puts this status check function into the 6510. Because the 6510 will now be turned on every few microseconds, it will be able to service the RS-232 interrupt either as soon as it arrives or very shortly thereafter.

The start of the terminal loop is at label TERM (location 019A) in MBOOT64. In this loop, a call to RDMDEM, one of the 6510 interface

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routines, activates the modem status check function in the 6510. This function is located at label INPUT (line 110) in CPMMD65.

Each time INPUT is entered, it examines the kernel's status byte to see if the kernel has begun to input a character. If it has, the routine waits until the character has been completely transferred (Listing Two, lines 126–131). INPUT and RDMDEM also return the modem character to the caller if one is ready. The wait loop in INPUT, plus the one in the character transmit routine (Listing Two, lines 102–104), keeps the 6510 running a very high percentage of the time, and full duplex operation at 300 baud proceeds smoothly. (More information on data rates is included near the end of the article.)

There is an additional complicating factor involving the terminal mode. As you probably know, the C-64's native character set is not ASCII. When Commodore implemented CP/M, it chose to generate ASCII with a new keyboard scan routine. This CP/M keyboard

scan runs partly in the 6510 and partly in the Z80. Unfortunately, the key debounce loop is located in the Z80. This means that whenever a key is pressed the Z80 enters this delay loop; if a modem character happens to come along while the Z80 is in this loop, the modem character gets lost or garbled.

This turns out to be a significant problem because in the terminal mode every character typed at the C-64 is echoed by the computer at the other end of the line. At normal typing speeds, this debounce delay loop causes almost every echoed character to be garbled—it becomes impossible to read what you have typed. The solution was to add a new keyboard routine in the 6510 and to use that routine instead of the CP/M keyboard routine while in the terminal loop. The interface between MBOOT64 and the new keyboard routine is at label KYBD (location 04CC) in MBOOT64, and the corresponding 6510 routine is at label KBDCHR (line 154) in CPMMD65.

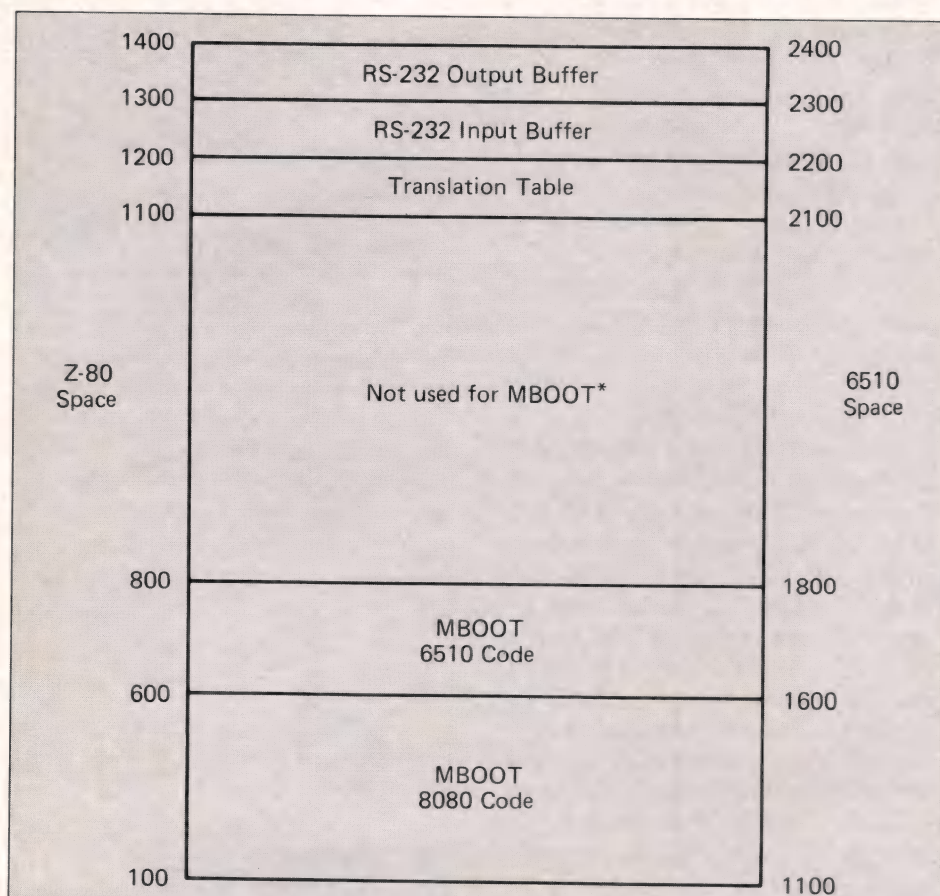
The keyboard routine that I imple-

mented is a very simple one: it uses the normal C-64 kernel keyboard routines (not the CP/M routine) and simply translates received characters from the C-64 character set into ASCII through a translation table. This routine is adequate for the terminal mode, at least for me, but you will notice that it does not allow you to switch to an all upper case keyboard mode. You will also notice that the characters with ASCII codes 32 (space) and below have an auto repeat. This repeat is built into the native C-64, and it was easier to leave it in than to try to undo it.

The modification to MBOOT includes one further change. The original MBOOT contained code to buffer 16 sectors before actually doing a disk write. I tried it both ways and, with 1541 disk drives, found no speed advantage in doing this buffering. Because the program is easier to type in without this code, I omitted it. (Incidentally, the comments in the MBOOT64 listing were not in the original DDJ column, but I needed them to help me to understand the program. I believe that they are correct, but it isn't easy to debug a comment, so they may contain some misinterpretations.)

The Figure (at left) shows where the 8080 and 6510 portions of the modified MBOOT reside in memory. The 8080 code begins at the beginning of the TPA (\$100 in Z80 space) while the 6510 code begins at location \$600. You will note from Listing Two that the 6510 code is actually assembled at \$1600 due to the \$1000 offset between the address spaces of the two processors. The data shared between the two parts of each function resides in memory locations \$603–\$605 in Z80 space.

The figure also shows the location of the character translation table that is used in the terminal keyboard routine and the new location of the kernel's RS-232 buffers. These RS-232 buffers originally were moved from their normal location so that a 48K CP/M could be used. Since writing the program, I have discovered that the 48K CP/M will occasionally send a garbage character out the RS-232 port while doing disk transfers. Most RCPMs ignore these characters, but they cause the XMODEM program on a few RCPMs to abort while doing file transfers. I have found that it is best to use a 44K CP/M



**Figure 1**

### Memory Layout for C-64 MBOOT

\*This space was left for compatibility with MODEM464



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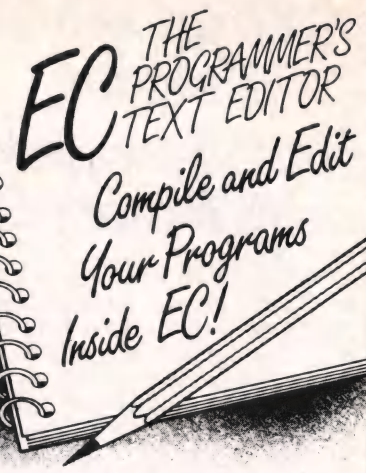
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when using MBOOT or other modem programs, even though they will work most of the time with a 48K CP/M.

There are two ways to add the 6510 code to MBOOT. The easiest, not that it works, is simply to include the code at the end of the 8080 assembly as a set of hex constants. (Don't forget that it must begin at location \$600.) The second way, if you have a 6510 assembler that runs on the native 6510, is to assemble the program and load the object code into memory prior to doing a CP/M cold start; the cold start leaves these 6510 program locations unaffected. Once CP/M has been loaded, use DDT to load in MBOOT's 8080 COM file and save the combined program with "SAVE 7 C64MBT.COM."

### MODEM4—Upload and Download

After I had MBOOT working, I began to run up my long distance phone bill calling RCPMs and looking for a copy of the source code for MODEM7. During the search, I found many RCPMs with copies of the object code but none with the source code. Since this search was getting rather expensive, I decided to stop and go to work on a copy of MODEM4, a program I had found and downloaded while looking for MODEM7.

MODEM4 apparently is a modem program that was part of the evolution toward MODEM7. You can use it as a terminal program as well as to upload and download files using Christensen's protocol. I modified it for the C-64 and used it to put copies of itself on several RCPMs in the Northeast. It's called MODEM464 and a short .DOC file accompanies it.

To find it, look for MODEM464.OBJ. Download it with MBOOT, rename it MODEM464.COM, and run it. If you run it by typing MODEM464 T, you will be in the terminal mode and the program will act the same as MBOOT. When you are ready to download a file (after you have set up the RCPM's XMODEM), exit from the program with CTL-E and type "MODEM464 R filename.ext." This will reload the program from disk and start it into file receive mode. Once the file has been transferred, the program goes directly back into terminal mode. If you want to send a file, type "MODEM464 S filename.ext." The program will send the file

and go to terminal mode when completed, just as it does in the file receive mode.

### MODEM7—Upload, Download, and More

A short time after I finished the work on MODEM4, I came across the source code for MDM730, a version of MODEM7. MODEM7 is a full-feature modem program with a terminal mode, a file upload and download capability, a terminal mode capture buffer for ASCII text, and a terminal mode ASCII file transmit function. The ASCII capture buffer is useful for saving text, such as the directory of an RCPM, that you don't want to lose but can't transfer in file (XMODEM) form. The ASCII file transmit function is useful if you have a long message that you want to leave on a bulletin board without using the time (and money) to compose it while on-line. These ASCII file features are also useful if you wish to exchange text files with someone who does not have a program with the XMODEM protocol. MDM730 will also autodial with several different kinds of modems, and it allows you to echo text directly to your printer. (The modified version will autodial only with a Hayes modem.)

The modified program, called MD730C64, is harder to learn to use than either MBOOT or MODEM4 because it has so many features. To get going, you must download three files: the executable program (MD730C64.OBJ), the documentation for the original program (MDM730.DOC), and the notes that explain the few differences between MDM730 and MD730C64 (MD730C64.DOC).

Getting MD730C64.OBJ is easy: download it using MBOOT, rename it to a .COM file, and you are ready to run it. Getting the documentation, however, is a bit more difficult. Most RCPMs store long text files in a squeezed format to conserve disk space and to shorten the download time; you can recognize squeezed files because they have a Q in the file extension. Therefore, you may find MD730C64.DQC instead of MD730.DOC. If you do, you must also download a program to unsqueeze the file on your own system. This unsqueeze program has many versions, but it almost always has a name that starts with USQ.



Getting the original MDM730 program documentation file may be tougher still. On most RCPMs you must download a library file called MDM730.LBR. A library file is a collection of individual files relating to the same program—MDM730.DQC is one of the individual files in MDM730.LBR. To extract the file that you want from a library, you need a library utility program called LU (and its documentation LU.DQC). Once you have learned to use LU, you can extract MDM730.DQC from the MDM730 library file. This library also contains a program that lets you change the list of RCP/M phone numbers in MDM730 to ones that you call more frequently.

Don't be discouraged by the complexity of this whole process. Once you start to find your way around RCPMs, you will find that most of the really worthwhile programs are in libraries and have squeezed documentation. Your experiences and the utility programs that you have downloaded will pay off later.

I ran into some interesting problems when modifying MDM730. The biggest was the size of the source code. The squeezed file that I downloaded was 105K, which will fit on a C-64 diskette. When unsqueezed, it becomes 158K, which will not. To get an assembly listing, I had to use my modified MO-

DEM4 to transfer the squeezed source code and a copy of an unsqueeze program to a Cromemco Z80 system at the university where I work. The disks on this system hold 250K, and I was able to unsqueeze the file and assemble it there. My original intent was to modify MDM730 by editing and reassembling the original source file, but I decided that editing and assembling on one machine and testing on another 30 miles away would be a nearly impossible task. Because of that, I chose to make the modification in the form of a patch overlay.

#### Caveats

MDM730 is a very complex program; consequently, so is MD730C64. I have tested it carefully, but you may uncover some minor problems. Also, because of equipment limitations, I have not been able to test any of these programs at data rates higher than 300 baud. Because of the switch that takes place between processors while the data is arriving, the program may need more work to run successfully at higher rates. Please let me know if you uncover any problems and if you are able (or unable) to run at rates higher than 300 baud.

A note about modems: When I began accessing RCPMs, I used the VIC modem that I had been using for CompuServe. I discovered that, while it works

with CompuServe because they have a local phone number, on the typical long distance call with a noisy line the VIC modem simply doesn't work well. If you plan to call RCPMs, you will need a modem with better immunity to noise.

#### References

1. Commodore Business Machines. *Commodore 64 CP/M Operating System User's Guide*. Indianapolis: Howard W. Sams and Co., 1983.
2. Head, Gene. "CP/M Exchange." *Dr. Dobb's Journal*, July 1982, pages 42–50.
3. Hoff, Irvin M. "MDM730 (notes on how to use)." File MDM730.DOC, 1984.
4. Piotrowski, Walt. "CP/M on the Commodore 64." *Dr. Dobb's Journal*, June 1984.

#### RCPMs with MD730C64

1. Allentown (PA) RBBS/RCPM, Bill Earnest, (215) 398-3937.
2. Bearsville (NY) Town SJBBS, Hank Szyszka, (914) 679-6559.
3. St. Mary's College (MD) RCP/M, Jonathan Crawford and Bob Beasley, (301) 863-7165.

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## MBOOT and MODEM7 (Text begins on page 62)

### Listing One

B:MBOOT64.PRN

```

*****
;
;      MBOOT64 - FILE DOWNLOAD PROGRAM
;
;      ORIGINAL MBOOT BY GENE HEAD
;      D.D.J.  OCTOBER, 1982
;
;      MODIFIED FOR THE C-64 BY
;      WALT PIOTROWSKI
;
*****
0000 =      BASE      EQU      0
;
0005 =      EXITCHR  EQU      05H      ;CTL-E TO EXIT TERM MODE TO CP/M
0004 =      FILCHR  EQU      04H      ;CTL-D TO RECEIVE FILE
;
;
0600 =      MD65Z   EQU      600H      ;LOC OF 6510 MODEM RTNE (Z80 SPACE)
1600 =      MD65    EQU      MD65Z+1000H      ;{6510 SPACE}
0603 =      MDFUNC  EQU      MD65Z+3      ;MODEM FUNCTION CODE
0604 =      MDCHAR  EQU      MD65Z+4      ;MODEM CHARACTER

```

(Continued on next page)



## Listing One

```

0605 = MDREC EQU MD65Z+5 ;MODEM CHAR RCVD FLAG
;
F900 = BIOSFN EQU 0F900H ;BIOS65 FUNCTION CODE
F906 = BIOSAD EQU 0F906H ;MODEM ROUTINE INDIRECT ADDRESS
CE00 = ON6510 EQU 0CE00H ;MEM LOC TO TURN 6510 ON
;
000A = ERR LIM EQU 10 ;NUMBER OF TRIES FOR ONE BLOCK
;
0001 = SOH EQU 1 ;ASCII CONTROLS
0004 = EOT EQU 4
0006 = ACK EQU 6
0015 = NAK EQU 15H
0018 = CAN EQU 18H
000A = LF EQU 10
000D = CR EQU 13
;
0005 = BDOS EQU BASE+5
005C = FCB EQU BASE+5CH
;
0100 ORG BASE+100H
;
0100 210000 LXI H,0 ;CLEAR HL
0103 39 DAD SP ;MAKE A COPY OF SP
0104 222B05 SHLD STCK ;SAVE FOR EXIT
0107 312B05 LXI SP,STCK ;POINT TO LOCAL STACK
010A CDF903 CALL INITADR ;SET UP BIOS CALLS
010D CD3604 CALL ILPRT
0110 432D363420 DB 'C-64 MBOOT AS OF '
0121 342F312F38 DB '4/1/84',CR,LF,0
012A 3A5D00 LDA FCB+1 ;LOOK AT FILE NAME
012D FE20 CPI ' ' ;BLANK?
012F C25501 JNZ TERM1 ;NO - GO PROCESS
0132 CD3604 CALL ILPRT ;WRITE ERROR MSG

0135 2B2B4E4F20 DB '+NO FILE NAME SPECIFIED++',CR,LF,0
0152 C37304 JMP EXIT

;
0155 CD3604 TERM1 CALL ILPRT ;WRITE FIRST MSG
0158 0D0A544552 DB CR,LF,'TERMINAL MODE',CR,LF
0169 43544C2D45 DB 'CTL-E EXITS TO CP/M'
017C 0D0A DB CR,LF
017E 43544C2D44 DB 'CTL-D STARTS FILE XFER'
0194 0D0A00 DB CR,LF,0
0197 CD7E04 CALL OPMDM ;OPEN FOR MODEM
;
; DUMB TERMINAL LOOP
;
019A CDCC04 TERM CALL KYBD ;CHECK FOR KYBD CHAR
019D FE00 CPI 0 ;CHAR RECEIVED?
019F CAAF01 JZ TERML ;GO CHECK FOR MODEM CHAR
01A2 FE05 CPI EXITCHR ;EXIT TO CPM?
01A4 CA7304 JZ EXIT
01A7 FE04 CPI FILCHR ;BEGIN RECEIVING FILE?
01A9 CABF01 JZ RCVFIL
01AC CD9004 CALL WRMDM ;OUTPUT KYBD CHAR TO MODEM
;
01AF CD9E04 TERML CALL RDMDM ;INPUT MODEM CHAR
01B2 FE00 CPI 0 ;0 - NO CHAR RECVD
01B4 CA9A01 JZ TERM ;BACK TO MAIN LOOP
01B7 E67F ANI 7FH ;REMOVE PARITY
01B9 CD1204 CALL TYPE ;DISPLAY RECVD CHAR
01BC C39A01 JMP TERM ;BACK TO MAIN LOOP
;
; FILE RECEIVE
;
01BF CD1403 RCVFIL CALL ERASFIL ;SEE IF FILE EXISTS
01C2 CD5B03 CALL MAKEFIL ;OPENFILE

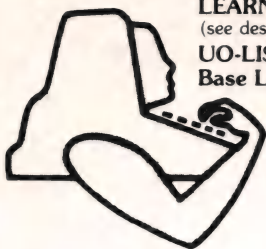
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(Continued on page 70)



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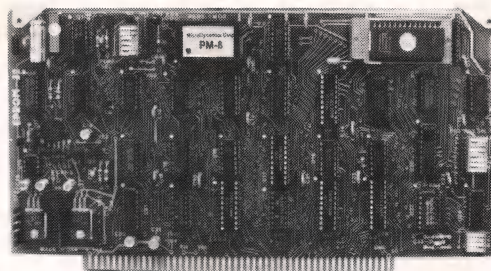
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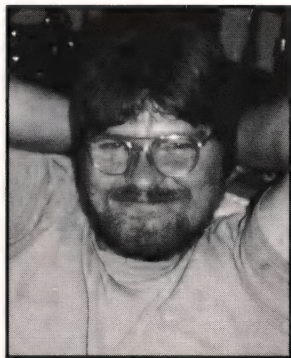
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**Listing One**

```

01C5 CD3604          CALL    ILPRT    ;PRINT MSG
01C8 46494C4520      DB        'FILE OPEN, READY TO RECEIVE',CR,LF,0
;
01E6 CD1802          RCVLP    CALL    RCVSECT ;GO RECEIVE A SECTOR
01E9 DAF801          JC       RCVEOT  ;CARRY SET-SECTOR IN OK
01EC CDBA03          CALL    WRSECT  ;WRITE TO DISK
01EF CD0C03          CALL    INCRSNO ;INCREMENT SECTOR #
01F2 CDCE02          CALL    SENDACK  ;ALL OK - ACKNOWLEDGE
01F5 C3E601          JMP      RCVLP    ;GET NEXT SECTOR
;
01F8 CDBA03          RCVEOT   CALL    WRSECT ;EOT RCVD-OUTPUT ALL TO DISK
01FB CDCE02          CALL    SENDACK  ;SEND ACKNOWLEDGE
01FE CD9A03          CALL    CLOSFIL  ;CLOSE DISK FILE
0201 CD4504          CALL    ERXIT    ;EXIT (NO ERROR)
0204 0D0A545241      DB        CR,LF,'TRANSFER COMPLETE$'
;
0218 AF             RCVSECT   XRA     A      ;RECEIVE A SECTOR
0219 32EE04          STA     ERRCT    ;CLEAR ERROR CTR
;
021C 060A           RCVRPT    MVI     B,10   ;LONG DELAY
021E CDE403          CALL    RECV     ;RECEIVE ONE CHARACTER
0221 DA3102          JC       RCVSERR ;NO CHAR - ERROR
0224 FE01            CPI     SOH      ;START OF HEADER?
0226 CA7802          JZ       RCVSOH   ;YES-CONTINUE RECEIVING
0229 B7             ORA     A      ;CLEAR CARRY FOR NEXT TRY
;
022A CA1C02          JZ       RCVRPT    ;GO TRY AGAIN
022D FE04            CPI     EOT      ;END OF TRANSMISSION?
022F 37             STC       ;YES - CARRY=ALL DONE
0230 C8             RZ
;
0231 0601           RCVSERR   MVI     B,1    ;REC ERROR-IGNORE REST OF TRANSMISSION
0233 CDE403          CALL    RECV     ;GET NEXT CHAR
0236 D23102          JNC     RCVSERR  ;CHAR RECVD-GET ANOTHER
0239 3E15            MVI     A,NAK    ;NO CHAR-DATA ALL IN
023B CDD002          CALL    SEND     ;SEND NAK TO INDICATE REC ERROR
023E 3AEE04          LDA     ERRCT    ;GET ERROR CTR
0241 3C             INR     A      ;INCREMENT IT
0242 32EE04          STA     ERRCT    ;PUT IT BACK
0245 FE0A            CPI     ERRLM    ;TOO MANY?
0247 C21C02          JNZ     RCVRPT    ;NO-TRY AGAIN
;
024A CD9A03          RCVSABT   CALL    CLOSFIL
024D CD4504          CALL    ERXIT
0250 2B2B554E41      DB        '++UNABLE TO RECEIVE BLOCK'
0269 0D0A2B2B41      DB        CR,LF,'++ABORTING++$'
;
0278 0601           RCVSOH    MVI     B,1    ;SOH RECEIVED
027A CDE403          CALL    RECV     ;SECTOR NUM IS NEXT
027D DA3102          JC       RCVSERR  ;NO CHAR - ERROR
0280 57             MOV     D,A      ;SECTOR NUM TO D
0281 0601            MVI     B,1    ;SHORT WAIT
0283 CDE403          CALL    RECV     ;NEG OF SECTOR NUM IS NEXT
0286 DA3102          JC       RCVSERR  ;NO CHAR - ERROR
0289 2F             CMA     ;MAKE POSITIVE
028A BA             CMP     D      ;SAME?
028B CA9102          JZ       RCVDATA  ;YES - GET DATA
028E C33102          JMP     RCVSERR  ;NOT SAME - ERROR
;
0291 7A             RCVDATA   MOV     A,D    ;SECTOR NUM TO A
0292 32EC04          STA     RCVSNO    ;SAVE FOR COMPARISON WITH EXPECTED
0295 0E00            MVI     C,0      ;CLEAR CHECKSUM
0297 218000          LXI     H,BASE+80H ;BUFFER ADDRESS
;
029A 0601           RCVCHR    MVI     B,1    ;SHORT WAIT
029C CDE403          CALL    RECV     ;GET A CHARACTER
    
```

(Continued on page 72)



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**Listing One**

```

029F DA3102      JC      RCVSERR ;NO CHAR - ERROR
02A2 CD1204      CALL     TYPE    ;*****SECURITY BLANKET*****
02A5 77          MOV     M,A      ;CHAR TO BUFFER
02A6 2C          INR      L        ;POINT TO NEXT BUFFER SLOT
02A7 C29A02      JNZ     RCVCHR   ;128 CHARS RECEIVED?
02AA 51          MOV     D,C      ;CHECKSUM TO D
02AB 0601        MVI     B,1      ;SHORT WAIT
02AD CDE403      CALL     RECV     ;GET CHECKSUM
02B0 DA3102      JC      RCVSERR ;NO CHAR - ERROR
02B3 BA          CMP     D        ;RECEIVED = COMPUTED?
02B4 C23102      JNZ     RCVSERR ;NOT SAME - ERROR
02B7 3AEC04      LDA      RCVSNO   ;GET RECEIVED SECTOR NUM
02BA 47          MOV     B,A      ;INTO B FOR COMPARE
02BB 3AED04      LDA      SECTNO   ;GET LAST SECTOR NUMBER
02BE B8          CMP     B        ;SAME?
02BF CAC802      JZ       RECVACK  ;REPEAT - IGNORE
02C2 3C          INR      A        ;INCREMENT LAST
02C3 B8          CMP     B        ;SAME AS RECEIVED?

02C4 C2D402      JNZ     ABORT     ;NO - ERROR
02C7 C9          RET             ;RETURN TO MAIN LOOP

;
02C8 CDCE02      RECVACK CALL     SENDACK ;HANDSHAKE
02CB C31802      JMP      RCVSECT ;GET NEXT SECTOR

;
02CE 3E06        SENDACK MVI     A,ACK

;
02D0 CD9004      SEND     CALL     WRMDM  ;SEND CHAR TO MODEM
02D3 C9          RET

;
02D4 312B05      ABORT   LXI      SP,STCK ;RESTORE CP/M STACK POINTER

;
02D7 0601        ABORTL  MVI     B,1      ;SHORT WAIT
02D9 CDE403      CALL     RECV     ;GET CHARACTER
02DC D2D702      JNC      ABORTL   ;LOOP UNTIL INPUT STOPS
02DF 3E18        MVI     A,CAN     ;CANCEL CHARACTER
02E1 CDD002      CALL     SEND     ;SEND TO MODEM

;
02E4 0601        ABORTW  MVI     B,1      ;SHORT WAIT
02E6 CDE403      CALL     RECV     ;GET CHARACTER
02E9 D2E402      JNC      ABORTW   ;LOOP UNTIL INPUT STOPS
02EC 3E20        MVI     A,' '      ;GET A BLANK
02EE CDD002      CALL     SEND     ;SEND TO MODEM
02F1 CD4504      CALL     ERXIT    ;LEAVE (ERROR)
02F4 4D424F4F54 DB          'MBOOT PROGRAM CANCELLED$'

;
030C 3AED04      INCRSNO LDA      SECTNO ;GET CALCULATED SECTOR NUM
030F 3C          INR      A        ;INCREMENT IT
0310 32ED04      STA      SECTNO   ;PUT IT BACK
0313 C9          RET

;
0314 115C00      ERASFIL LXI      D,FCB   ;FCB ADDRESS
0317 0E11        MVI     C,17      ;SEARCH FOR FIRST CODE
0319 CD0500      CALL     BDOS
031C 3C          INR      A        ;255 MEANS NO MATCH
031D C8          RZ              ;NOT FOUND IS OK
031E CD3604      CALL     ILPRT    ;PRINT MSG
0321 2B2B46494C DB          '++FILE EXISTS, TYPE Y TO ERASE:',0
0341 CD2A04      CALL     KEYIN    ;GET KEYBOARD CHAR
0344 F5          PUSH     PSW      ;SAVE A COPY
0345 CD1204      CALL     TYPE     ;ECHO IT
0348 CD0B04      CALL     CRLF     ;CAR RET LINE FEED
034B F1          POP      PSW      ;GET CHAR BACK
034C E65F        ANI      5FH      ;REMOVE PARITY AND CASE
034E FE59        CPI      'Y'      ;Y = ERASE IT
    
```

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**Listing One**

```

0350 C24B04      JNZ      MXIT      ;NOT Y - EXIT PROGRAM
0353 115C00      LXI      D,FCB      ;FCB ADDRESS
0356 0E13        MVI      C,19      ;DELETE FILE CODE
0358 CD0500      CALL     BDOS

;
035B 115C00      MAKEFIL LXI      D,FCB      ;FCB ADDRESS
035E 0E16        MVI      C,22      ;MAKE FILE CODE
0360 CD0500      CALL     BDOS
0363 3C          INR      A          ;A=255 IF ERROR
0364 C0          RNZ      ;RETURN - OK
0365 CD4504      CALL     ERXIT     ;LEAVE (ERROR)
0368 2B2B455252  DB       '++ERROR - CAN'T MAKE FILE',CR,LF

0383 4449524543  DB       'DIRECTORY MUST BE FULL$'

;
039A 115C00      CLOSFIL LXI      D,FCB      ;FCB ADDRESS
039D 0E10        MVI      C,16      ;FILE CLOSE CODE
039F CD0500      CALL     BDOS
03A2 3C          INR      A          ;A=255 IF ERROR
03A3 C0          RNZ      ;NOT ZERO IS OK
03A4 CD4504      CALL     ERXIT     ;LEAVE (ERROR)
03A7 2B2B43414E  DB       '++CAN'T CLOSE FILE$'

;
03BA =           WRSECT EQU      $          ;WRITE SECTOR
03BA 115C00      LXI      D,FCB      ;FCB ADDRESS
03BD 0E15        MVI      C,21      ;WRITE SECTOR CODE
03BF CD0500      CALL     BDOS
03C2 B7          ORA      A          ;SET FLAGS
03C3 C2C703      JNZ      WRERR
03C6 C9          RET

;
03C7 CD3604      WRERR  CALL     ILPRT
03CA 2B2B455252  DB       '++ERROR WRITING FILE',CR,LF,0
03E1 C3D402      JMP      ABORT

;
;      READ ONE CHARACTER FROM MODEM
;
03E4 D5          RECV   PUSH     D
03E5 CDB504      MWTI   CALL     RDMDM2 ;READ MODEM CHAR
03E8 D2F203      JNC     MCHAR     ;NO CARRY=CHAR RCVD
03EB 05          DCR     B          ;DECREMENT WAIT CTR
03EC C2E503      JNZ     MWTI      ;WAIT SOME MORE (IN 6510)
03EF D1          POP     D
03F0 37          STC      ;INDICATE ERROR
03F1 C9          RET

;
03F2 D1          MCHAR  POP     D
03F3 F5          PUSH    PSW        ;SAVE A COPY OF CHAR
03F4 81          ADD     C          ;ADD TO CHECKSUM
03F5 4F          MOV     C,A        ;PUT CKSUM BACK IN A
03F6 F1          POP     PSW        ;GET CHAR BACK
03F7 B7          ORA     A          ;CLEAR CARRY
03F8 C9          RET

;
03F9 2A0100      INITADR LHL D     BASE+1 ;GET XFER BASE ADDRESS
03FC 110300      LXI     D,3        ;GET OFFSET
03FF 19          DAD     D          ;ADD OFFSET FOR STAT
0400 222304      SHLD    VSTAT+1 ;PUT IN CALL
0403 19          DAD     D          ;ADD OFFSET TO KEYIN
0404 222E04      SHLD    VKEYIN+1
0407 19          DAD     D          ;ADD OFFSET TO TYPE
0408 221804      SHLD    VTYPE+1
;

```

(Continued on page 76)



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## Listing One

```

040B 3E0D      ; CRLF      MVI      A,CR      ;CARRIAGE RET
040D CD1204    CALL      TYPE
0410 3E0A      MVI      A,LF      ;LINE FEED

;
0412 F5        TYPE     PUSH     PSW      ;TYPE A CHARACTER
0413 C5        PUSH     B
0414 D5        PUSH     D

0415 E5        PUSH     H
0416 4F        MOV      C,A
0417 CD0000    VTYPE    CALL     $-$      ;CALL BDOS
041A E1        POP      H
041B D1        POP      D
041C C1        POP      B
041D F1        POP      PSW
041E C9        RET

;
041F C5        STAT     PUSH     B          ;CONSOLE STATUS
0420 D5        PUSH     D
0421 E5        PUSH     H
0422 CD0000    VSTAT    CALL     $-$      ;CALL BDOS
0425 E1        POP      H
0426 D1        POP      D
0427 C1        POP      B
0428 B7        ORA      A
0429 C9        RET

;
042A C5        KEYIN    PUSH     B          ;READ A KEY
042B D5        PUSH     D
042C E5        PUSH     H
042D CD0000    VKEYIN   CALL     $-$      ;CALL BDOS
0430 E1        POP      H
0431 D1        POP      D
0432 C1        POP      B
0433 E67F      ANI      7FH
0435 C9        RET

;
0436 E3        ILPRT    XTHL              ;TYPE A LINE

;
0437 7E        ILPLP    MOV      A,M      ;GET CHARACTER
0438 B7        ORA      A                ;SET FLAGS
0439 CA4304    JZ        ILPRET           ;ZERO MEANS DONE
043C CD1204    CALL     TYPE              ;TYPE CHARACTER
043F 23        INX      H                ;NEXT MEM LOC
0440 C33704    JMP      ILPLP            ;NEXT CHARACTER

;
0443 E3        ILPRET   XTHL              ;MODIFIED RETURN TO STACK
0444 C9        RET

;
0445 D1        ERXIT    POP      D          ;EXIT (NOT ALWAYS ERROR)
0446 0E09      MVI      C,9              ;PRINT EXIT MESSAGE
0448 CD0500    CALL     BDOS

;
044B CD3604    MXIT     CALL     ILPRT
044E 0D0A444F4E DB      CR,LF,'DON'T FORGET TO DISCONNECT MODEM'
0470 0D0A00    DB      CR,LF,0

;
0473 CD8704    EXIT     CALL     CLMDM     ;CLOSE RS-232 FILE
0476 CD0B04    CALL     CRLF            ;PRINT A FINAL CRLF
0479 2A2B05    LHLD     STCK            ;CP/M STACK POINTER
047C F9        SPHL                      ;BACK INTO SP
047D C9        RET                      ;BACK TO CP/M

;
; 6510 SETUP ROUTINES
;
047E 3E05      OPMDM    MVI      A,5      ;FILE OPEN CMD

```

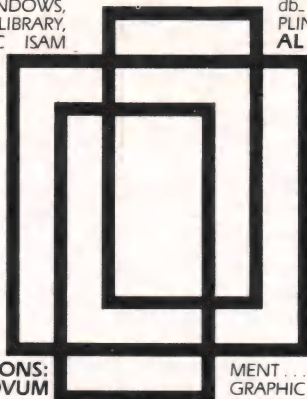
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**Listing One**

```

0480 320306      STA      MDFUNC  ;STORE FOR 6510
0483 CDD804      CALL      GO6510 ;TURN ON 6510
0486 C9          RET

;
0487 3E04        CLMDEM  MVI      A,4      ;CLOSE FILE CODE
0489 320306      STA      MDFUNC  ;STORE FOR 6510
048C CDD804      CALL      GO6510 ;TURN ON 6510
048F C9          RET

;
0490 F5          WRMDEM  PUSH     PSW      ;SAVE A COPY OF CHAR
0491 320406      STA      MDCHAR  ;SAVE FOR 6510
0494 3E03        MVI      A,3      ;WRITE MODEM CODE
0496 320306      STA      MDFUNC  ;STORE FOR 6510
0499 CDD804      CALL      GO6510 ;START 6510
049C F1          POP      PSW      ;GET CHAR BACK
049D C9          RET

;
049E 3E01        RDMDEM  MVI      A,1      ;READ FUNCTION
04A0 320306      STA      MDFUNC  ;STORE FOR 6510
04A3 CDD804      CALL      GO6510 ;START 6510
04A6 3A0506      LDA      MDREC   ;SEE IF CHAR RCVD
04A9 FE00        CPI      0       ;0 - NONE RECEIVED
04AB CAB304      JZ       RDMNC   ;GO SET CARRY
04AE 3A0406      LDA      MDCHAR  ;GET CHARACTER
04B1 B7          ORA      A       ;SHOW CHAR RCVD
04B2 C9          RET
04B3 37          RDMNC  STC      ;SET - NO CHAR
04B4 C9          RET

;
04B5 3E02        RDMDEM2 MVI      A,2      ;READ WITH WAIT FUNCTION
04B7 320306      STA      MDFUNC  ;STORE FOR 6510
04BA CDD804      CALL      GO6510 ;START 6510
04BD 3A0506      LDA      MDREC   ;SEE IF CHAR RCVD
04C0 FE00        CPI      0       ;0 - NONE RECEIVED
04C2 CACA04      JZ       RDMNC2  ;GO SET CARRY
04C5 3A0406      LDA      MDCHAR  ;GET MODEM CHAR
04C8 B7          ORA      A       ;SHOW CHAR RCVD
04C9 C9          RET
04CA 37          RDMNC2 STC      ;CARRY - NO CHAR
04CB C9          RET

;
04CC 3E06        KYBD   MVI      A,6      ;READ KEYBOARD FUNCTION
04CE 320306      STA      MDFUNC  ;STORE FOR 6510
04D1 CDD804      CALL      GO6510 ;TURN ON 6510
04D4 3A0406      LDA      MDCHAR  ;GET CHARACTER
04D7 C9          RET

;
04D8 E5          GO6510 PUSH     H       ;SAVE HL
04D9 210016      LXI      H,MD65  ;GET 6510 RTNE ADDR
04DC 2206F9      SHLD    BIOSAD  ;STORE FOR BIOS65
04DF 3E09        MVI      A,9      ;BIOS CODE TO CALL SUBPROG
04E1 3200F9      STA      BIOSFN  ;STORE FOR 6510
04E4 3E01        MVI      A,1      ;1 TURNS ON 6510
04E6 3200CE      STA      ON6510  ;TURN IT ON
04E9 00          NOP      ;REQD FOR HARDWARE
04EA E1          POP      H       ;RESTORE HL
04EB C9          RET

;
04EC 00          RCVSNO DB      0
04ED 00          SECTNO DB      0
04EE 00          ERRCT  DB      0
04EF            DS      60
052B            STCK   DS      2
;
052D            END

```

End Listing One



# Listing Two

CPMMD65.TX

LINE#	LOC	CODE	LINE
00001	0000		*****
00002	0000		;
00003	0000		MODEM OR RS-232 HANDLER
00004	0000		FOR USE WITH CP/M MBOOT
00005	0000		;
00006	0000		W.G. PIOTROWSKI
00007	0000		;
00008	0000		*****
00009	0000		;
00010	0000		EQUATES
00011	0000		;
00012	0000		FILE =128 ;FILE NUMBER
00013	0000		;
00014	0000		SCNKEY =\$FF9F ;KERNAL ROUTINES
00015	0000		SETLFS =\$FFBA ;
00016	0000		SETNAM =\$FFBD ;
00017	0000		OPEN =\$FFC0 ;
00018	0000		CLOSE =\$FFC3 ;
00019	0000		CHKIN =\$FFC6 ;
00020	0000		CHKOUT =\$FFC9 ;
00021	0000		CLRCHN =\$FFCC ;
00022	0000		CHROUT =\$FFD2 ;
00023	0000		GETIN =\$FFE4 ;
00024	0000		;
00025	0000		RIBUF =\$F7 ;RS-232 INPUT BUF ADD
00026	0000		ROBUF =\$F9 ;RS-232 OUTPUT BUF ADD
00027	0000		RIDBS =\$29B ;RS-232 BUF END PTR
00028	0000		RIDBE =\$29C ;RS-232 BUF STRT PTR
00029	0000		ENABL =\$2A1 ;RS-232 ACTIVE
00030	0000		;
00031	0000		XLATE =\$2100 ;C64 TO ASCII TABLE
00032	0000		BUFIN =\$2200 ;RS-232 INPUT BUFFER
00033	0000		BUFOUT =\$2300 ;RS-232 OUTPUT BUFFER
00034	0000		;
00035	0000		*=\$1600
00036	1600		;
00037	1600	4C 06 16	MODEM JMP START
00038	1603	00	FUNC .BYTE 0 ;FUNCTION CODE
00039	1604	00	CHAR .BYTE 0 ;CHARACTER IN/OUT
00040	1605	00	CHREC .BYTE 0 ;RS-232 CHAR RCVD FLAG
00041	1606		;
00042	1606	AD 03 16	START LDA FUNC ;GET FUNCTION
00043	1609	18	CLC ;CLEAR FOR ADD
00044	160A	6D 03 16	ADC FUNC ;*2 FOR TABLE ACCESS
00045	160D	AA	TAX
00046	160E	BD 6B 17	LDA ADRTBL-2,X ;GET LOW ADDRESS
00047	1611	8D 1B 16	STA JMPSUB+1 ;PUT IN JMP
00048	1614	BD 6C 17	LDA ADRTBL-1,X ;GET HI ADDRESS
00049	1617	8D 1C 16	STA JMPSUB+2 ;PUT IN JMP
00050	161A	4C 00 00	JMPSUB JMP 0 ;JMP TO SUBPROGRAM
00052	161D		;
00053	161D		;
00054	161D		;
00055	161D	A9 80	CLOSIT LDA #FILE ;FILE NUMBER
00056	161F	20 C3 FF	JSR CLOSE ;KERNAL
00057	1622	20 57 16	JSR CLRKBK ;CLEAR KEYBOARD BUFFER
00058	1625	60	RTS
00059	1626		;
00060	1626		;
00061	1626		;
00062	1626	20 1D 16	OPENIT JSR CLOSIT ;CLOSE-IN CASE
00063	1629	A9 80	LDA #FILE ;FILE NUMBER
00064	162B	A2 02	LDX #2 ;RS-232 DEVICE
00065	162D	A0 FF	LDY #\$FF ;NO COMMAND
00066	162F	20 BA FF	JSR SETLFS ;CALL KERNAL

(Continued on next page)



## Listing Two

```

00067 1632 A9 02      LDA #2          ;TWO CHAR NAME
00068 1634 A2 7A      LDX #<SET232    ;LO ADDRESS
00069 1636 A0 17      LDY #>SET232    ;HI ADDRESS
00070 1638 20 BD FF    JSR SETNAM      ;KERNAL
00071 163B 20 C0 FF    JSR OPEN        ;KERNAL
00072 163E A2 00      LDX #<BUFIN     ;RS232 INBUF LO ADDR
00073 1640 A0 22      LDY #>BUFIN     ; HI ADDR
00074 1642 86 F7      STX RIBUF        ;MOVE IT
00075 1644 84 F8      STY RIBUF+1
00076 1646 A2 00      LDX #<BUFOUT    ;RS232 OUTBUF LO ADDR
00077 1648 A0 23      LDY #>BUFOUT    ; HI ADDR
00078 164A 86 F9      STX ROBUF        ;MOVE IT
00079 164C 84 FA      STY ROBUF+1
00080 164E 20 0E 17    JSR BLDXTB      ;BUILD XLATE TABLE
00081 1651 A9 00      LDA #0
00082 1653 8D 7E 17    STA LSTCHR      ;SHOW LAST CHAR AS A NULL
00083 1656 60          RTS
00084 1657            ;
00085 1657            ;   EMPTY KEYBOARD BUFFER
00086 1657            ;
00087 1657 20 9F FF    CLRKBF JSR SCNKEY    ;KEY PRESSED?
00088 165A 20 E4 FF    JSR GETIN      ;GET A CHARACTER
00089 165D C9 00      CMP #0          ;IS IT A NULL
00090 165F D0 F6      BNE CLRKBF      ;NOT A NULL - GET NEXT
00091 1661 60          RTS
00092 1662            ;
00093 1662            ;   CHARACTER OUTPUT TO RS-232
00094 1662            ;
00095 1662 A2 80      OUTPUT LDX #FILE    ;GET FILE NUM
00096 1664 20 C9 FF    JSR CHKOUT      ;OPEN FOR OUTPUT
00097 1667 90 06      BCC OTOK         ;CARRY SET IS ERROR
00098 1669 20 26 16    JSR OPENIT      ;MUST BE CLOSED
00099 166C 4C 62 16    JMP OUTPUT      ;TRY AGAIN
00100 166F AD 04 16    OTOK LDA CHAR      ;GET CHARACTER AGAIN
00101 1672 20 D2 FF    JSR CHROUT      ;KERNAL
00102 1675 AD A1 02    WAITOT LDA ENABL   ;GET STATUS
00103 1678 29 01      AND #1          ;STILL RUNNING BIT
00104 167A D0 F9      BNE WAITOT      ;HANG UNTIL DONE
00105 167C 20 CC FF    JSR CLRCHN      ;CLEAR CHANNEL
00106 167F 60          RTS
00107 1680            ;
00108 1680            ;   CHARACTER INPUT FROM RS-232
00109 1680            ;
00110 1680 A2 80      INPUT LDX #FILE     ;FILE NUMBER
00111 1682 20 C6 FF    JSR CHKIN      ;OPEN FOR INPUT
00112 1685 90 06      BCC INOK         ;CARRY SET IS ERROR
00113 1687 20 26 16    JSR OPENIT      ;MUST BE CLOSED
00114 168A 4C 80 16    JMP INPUT        ; TRY AGAIN
00115 168D A9 00      INOK LDA #0        ;ZERO FOR CLEAR
00116 168F 8D 05 16    STA CHREC       ;SHOW NO CHAR RCVD
00117 1692 AD A1 02    LDA ENABL        ;STATUS BYTE
00118 1695 29 02      AND #2          ;RECEIVING BIT
00119 1697 D0 10      BNE WAIT         ;RUNNING - WAIT
00120 1699 AD 9B 02    LDA RIDBS       ;GET BUF START PTR
00121 169C CD 9C 02    CMP RIDBE       ;COMPARE TO END
00122 169F F0 1D      BEQ INEX         ;NOTHING IN BUFFER
00123 16A1 A9 01      LDA #1          ;ONE FOR SET
00124 16A3 8D 05 16    STA CHREC       ;SHOW CHAR RECEIVED
00125 16A6 4C B8 16    JMP INGET       ;GET THE CHAR
00126 16A9 AD A1 02    WAIT LDA ENABL   ;STATUS BYTE
00127 16AC 29 02      AND #2          ;RECEIVING BIT
00128 16AE F0 08      BEQ INGET       ;NOT RUNNING - EXIT
00129 16B0 A9 01      LDA #1          ;ONE FOR SET
00130 16B2 8D 05 16    STA CHREC       ;SHOW CHAR RECEIVED
00131 16B5 4C A9 16    JMP WAIT        ;WAIT UNTIL IN
00132 16B8 20 E4 FF    INGET JSR GETIN  ;GET CHARACTER
00133 16BB 8D 04 16    STA CHAR        ;STORE FOR CP/M

```

(Continued on page 82)



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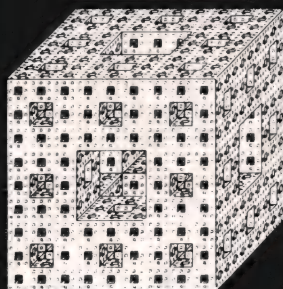
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## Listing Two

```

00134 16BE 20 CC FF  INEX  JSR CLRCHN
00135 16C1 60          RTS
00136 16C2          ;
00137 16C2          ; CHARACTER INPUT FROM RS-232 WITH WAIT LOOP
00138 16C2          ;
00139 16C2 A9 14      INPUT2 LDA #20          ; OUTER LOOP LIMIT
00140 16C4 8D 7D 17    STA OTCTR          ; PUT IN LOOP CONTROL LOC
00141 16C7 A9 00      LDA #0              ; INNER LOOP COUNTS AROUND
00142 16C9 8D 7C 17    STA INCTR          ; PUT IN LOOP CONTROL LOC
00143 16CC 20 80 16    IN2LP JSR INPUT        ; SEE IF THERE'S A CHARACTER
00144 16CF AD 05 16    LDA CHREC          ; GET RECEIVED CHAR
00145 16D2 D0 0A      BNE IN2EX          ; 0 - NONE RECEIVED
00146 16D4 CE 7C 17    DEC INCTR          ; COUNT DOWN INNER LOOP
00147 16D7 D0 F3      BNE IN2LP          ; WAIT
00148 16D9 CE 7D 17    DEC OTCTR          ; COUNT DOWN OUTER LOOP
00149 16DC D0 EE      BNE IN2LP          ; WAIT SOME MORE
00150 16DE 60          IN2EX RTS
00151 16DF          ;
00152 16DF          ; INPUT KEYBOARD CHARACTER AND DEBOUNCE
00153 16DF          ;
00154 16DF 20 9F FF    KBDCHR JSR SCNKEY      ; SCAN THE KEYBOARD
00155 16E2 20 E4 FF    JSR GETIN          ; GET THE CHARACTER
00156 16E5 CD 7E 17    CMP LSTCHR         ; SAME AS LAST CHAR?
00157 16E8 D0 05      BNE KBNCHR         ; NO - NEW CHARACTER
00158 16EA A9 00      LDA #0              ; SAME - NEED A NULL
00159 16EC 4C F2 16    JMP KBDBNC        ; GO TO DEBOUNCE LOOP
00160 16EF 8D 7E 17    KBNCHR STA LSTCHR    ; NEW CHAR - SAVE IT
00161 16F2 A0 07      KBDBNC LDY #7        ; DEBOUNCE OUTER LOOP

00162 16F4 A2 00      LDX #0              ; INNER LOOP INIT
00163 16F6 C9 00      CMP #0              ; REPEATING CHAR LO LIM
00164 16F8 F0 06      BEQ KBDDLY          ; NULL IS OK
00165 16FA C9 21      CMP #33             ; SPACE IS HI LIM
00166 16FC B0 02      BCS KBDDLY          ; 33 OR MORE IS OK
00167 16FE A0 32      LDY #50             ; LONG DELAY FOR RPTG CHAR
00168 1700 CA          KBDDLY DEX          ; DELAY LOOP
00169 1701 D0 FD      BNE KBDDLY          ; INNER LOOP
00170 1703 88          DEY
00171 1704 D0 FA      BNE KBDDLY          ; OUTER LOOP
00172 1706 AA          TAX                ; CHARACTER TO A
00173 1707 BD 00 21    LDA XLATE,X        ; GET ASCII VALUE
00174 170A 8D 04 16    STA CHAR          ; STORE FOR Z-80
00175 170D 60          RTS
00176 170E          ;
00177 170E          ; BUILD ASCII TRANSLATION TABLE
00178 170E          ;
00179 170E A2 00      BLDXTB LDX #0          ; LOOP TO CLEAR TABLE
00180 1710 A9 00      LDA #0
00181 1712 9D 00 21    BLDX1 STA XLATE,X
00182 1715 E8          INX
00183 1716 D0 FA      BNE BLDX1          ; LOOP
00184 1718          ;
00185 1718 A2 00      LDX #0              ; START INDEX
00186 171A A0 41      LDY #65             ; STOP INDEX+1
00187 171C A9 00      LDA #0              ; NULL
00188 171E 20 5D 17    JSR MVINTB
00189 1721 A2 41      LDX #65             ; LOWER CASE
00190 1723 A0 5B      LDY #91
00191 1725 A9 61      LDA #97
00192 1727 20 5D 17    JSR MVINTB
00193 172A A2 5B      LDX #91             ; MISC CHARACTERS
00194 172C A0 60      LDY #96
00195 172E A9 5B      LDA #91
00196 1730 20 5D 17    JSR MVINTB
00197 1733 A2 C1      LDX #193            ; UPPER CASE
00198 1735 A0 DB      LDY #219
00199 1737 A9 41      LDA #65

```

(Continued on page 84)



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## Listing Two

```

00200 1739 20 5D 17      JSR MVINTB
00201 173C A9 00        LDA #0
00202 173E 8D 1C 21      STA XLATE+28
00203 1741 8D 1D 21      STA XLATE+29
00204 1744 8D 1E 21      STA XLATE+30
00205 1747 8D 1F 21      STA XLATE+31
00206 174A A9 08        LDA #8          #BACKSPACE
00207 174C 8D 14 21      STA XLATE+20  #INST DEL
00208 174F 8D 94 21      STA XLATE+148 #INST DEL UC
00209 1752 A9 0D        LDA #13        #CR
00210 1754 8D 8D 21      STA XLATE+141 #RETURN UC
00211 1757 A9 20        LDA #32        #SPACE
00212 1759 8D A0 21      STA XLATE+160 #SPACE UC
00213 175C 60           RTS
00214 175D
00215 175D 8C 79 17      MVINTB STY MXSTOP  #SAVE STOP VAL IN MEMORY
00216 1760 9D 00 21      MVINT1 STA XLATE,X  #PUT ASCII EQUIV IN TABLE
00217 1763 18           CLC          #CLEAR FOR ADD
00218 1764 69 01        ADC #1       #NEXT CHAR CODE
00219 1766 EB           INX          #NEXT TABLE SLOT
00220 1767 EC 79 17      CFX MXSTOP  #COMPARE TO STOP VALUE
00221 176A D0 F4        BNE MVINT1   #LOOP
00222 176C 60           RTS
00223 176D
00224 176D              ; DATA
00225 176D
00226 176D 80 16      ADRTBL .WORD INPUT  #SUBPROG XFER TABLE
00227 176F C2 16      .WORD INPUT2  # IN ORDER OF REQ CODE
00228 1771 62 16      .WORD OUTPUT
00229 1773 1D 16      .WORD CLOSIT
00230 1775 26 16      .WORD OPENIT
00231 1777 DF 16      .WORD KBDCHR
00232 1779 00      MXSTOP .BYTE 0
00233 177A 06      SET232 .BYTE 6,0  #RS232 PARAMS
00233 177B 00
00234 177C 00      INCTR .BYTE 0    #LOOP CTR - INPUT2
00235 177D 00      OTCTR .BYTE 0    #LOOP CTR - INPUT2
00236 177E 00      LSTCHR .BYTE 0   #LAST KEYBOARD CHAR
00237 177F          .END

```

ERRORS = 00000

### SYMBOL TABLE

#### SYMBOL VALUE

ADRTBL	176D	BLDX1	1712	BLDXTB	170E	BUFIN	2200
BUFOUT	2300	CHAR	1604	CHKIN	FFC6	CHKOUT	FFC9
CHREC	1605	CHROUT	FFD2	CLOSE	FFC3	CLOSIT	161D
CLRCHN	FFCC	CLRKBF	1657	ENABL	02A1	FILE	0080
FUNC	1603	GETIN	FFE4	IN2EX	16DE	IN2LP	16CC
INCTR	177C	INEX	16BE	INGET	16B8	INOK	168D
INPUT	1680	INPUT2	16C2	JMPSUB	161A	KBDBNC	16F2
KBDCHR	16DF	KBDLTY	1700	KBNCHR	16EF	LSTCHR	177E
MODEM	1600	MVINT1	1760	MVINTB	175D	MXSTOP	1779
OPEN	FFC0	OPENIT	1626	OTCTR	177D	OTOK	166F
OUTPUT	1662	RIBUF	00F7	RIDBE	029C	RIDBS	029B
ROBUF	00F9	SCNKEY	FF9F	SET232	177A	SETLFS	FFBA
SETNAM	FFBD	START	1606	WAIT	16A9	WAITOT	1675
XLATE	2100						

END OF ASSEMBLY

End Listing



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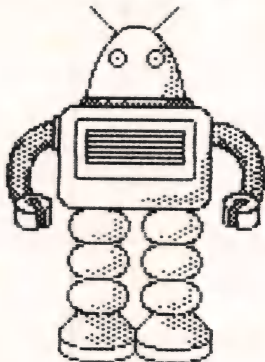
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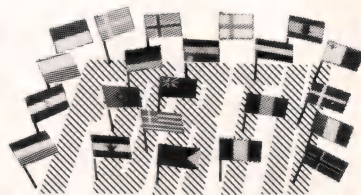
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# Unstructured Forth Programming

## An Introduction

by Richard Wilton

One of the features of Forth is that it is a "structured" language. This means that Forth programs are written in variously sized chunks that fit together like a Chinese box puzzle. This is in contrast to "unstructured" Fortran or BASIC programs, which are written in variously sized chunks that fit together like the noodles on a plate of spaghetti. This is what makes "structured" programming languages such as Forth so much superior to "unstructured" languages such as Fortran.

Nowadays, Fortran has acquired roughly the same status among recent computer science graduates as Middle English or Aramaic. Nevertheless, there are still some of us around who not only remember what Fortran is, but have actually written programs in it. In fact, there are still a few people who think that "Forth" is just an abbreviation for IBM's Fortran 4 (H) compiler.

Let's face it: despite the universal

instructions, were somehow built into Forth? For that matter, wouldn't it be nice every once in a while to be able to fall back on that old Fortran standby, the computed GOTO?

Of course it would! It is the purpose of this little article to fill in the gaps in the pristine structure of Forth, to repair the glaring omissions we've just mentioned, and to restore a little unstructured sanity to the deeply nested, block-structured world of the dedicated Forth hacker. Note: all examples are written in Forth-83. FIG-Forth and Forth-79 users will have to adjust the "tick" and ROLL references accordingly.

### The GOTO Statement

```
: GOTO ( cfa --- ) R> DROP  
EXECUTE ;
```

This little gem of a definition expects the code field address of a Forth definition on the stack. You'll note, however,

***"What Forth programmer doesn't long for a simple, unstructured, unconditional GOTO every once in awhile?"***

scorn heaped upon it by "modern" structured programming disciples, good old Fortran has its strong points. In fact, in certain situations, the obligatory structured nature of Forth makes elegant programming impossible. What Forth programmer doesn't long for a simple, unstructured, unconditional GOTO every once in a while? Who doesn't wish that the nice, straightforward arithmetic IF, which can be expressed so concisely in Fortran or in two or three machine in-

structions, were somehow built into that definition. This eliminates the need for leaving status flags, return codes, and other assorted garbage on the data stack. Using GOTO also makes it easy to extract yourself from those messy BEGIN-WHILE-REPEAT's and IF-ELSE-THEN's you've nested ten deep.

### The Arithmetic IF Statement

```
: AIF ( cfa_A cfa_B cfa_C n --- )  
? DUP 0=  
IF ROT  
ELSE 0>  
IF ROT ROT  
THEN
```

*Richard Wilton, Laboratory Microsystems, P.O. Box 10430, Marina Del Rey, CA 90295.*



THEN 2DROP GOTO ;

The arithmetic IF statement is obvious in concept: transfer control to point A if n is negative, to point B if it's zero, and to point C if it's positive. This is the sort of thing you do all the time in assembly language:

```
OR  AX,AX
JS  POINT_A
JZ  POINT_B
POINT_C;
```

But just try to express that succinctly in Forth:

```
DUP 0< IF ['] POINT_A
      ELSE 0 = IF ['] POINT_B
            ELSE ['] POINT_C
            THEN
      THEN
EXECUTE
```

Pretty clumsy, right? Now here's the elegant solution, which is concise and straightforward because it ignores the dogma of block-structuring:

```
: EXAMPLE ( n --- )
  ['] POINT_A
```

```
['] POINT_B
['] POINT_C
3 ROLL AIF ;
```

### The Computed GOTO Statement

As a final example, we implement Fortran's familiar

```
GOTO (x1,x2,x3, . . . ,xn),i
```

a control statement so elegant that it was copied almost verbatim by the creators of BASIC. Making it work in Forth requires setting up a table of code field addresses in advance. Then you simply index the table and GOTO the right address.

```
: CGOTO ( cfa_table n --- ) 2* +
  @ GOTO ;
```

The utility of using CGOTO, rather than a viper's nest of IF-ELSE-THEN's or CASE statements, is obvious to any competent programmer and is not worth belaboring here.

The more astute reader might observe at this point, "But what about statement numbers?" Well, folks, if

you think about it for a moment, you'll realize that statement numbers make good sense in Forth. For one thing, numbered statements would make it easy to do "source-directed" editing, thus eliminating the need for those clumsy, space-wasting screen files. Also, silly philosophical debates about the "proper" names for Forth definitions would be unnecessary if Forth definitions were numbered instead of named.

By now it should be obvious how much can be gained by writing unstructured Forth programs. No doubt, further improvements could be obtained by incorporating elements of PL/1 or even COBOL into Forth.

Of course, such improvements must be left as an exercise for the reader. We're too busy adapting the syntax of Forth to fit onto 80-column punched cards.

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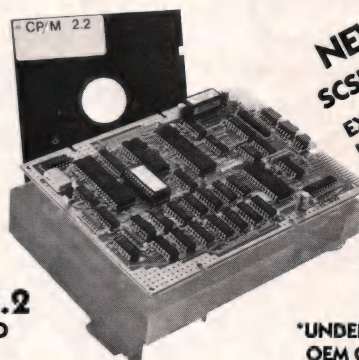


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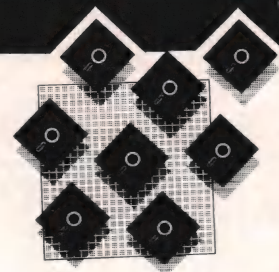
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I spent several months wondering which advanced language I would get for my PC. At the time there was a lot of press about C, but in the back of my mind I really wanted to get APL. The best APL was reputedly from STSC, Inc., but I felt it was a little too expensive for my home use.

I had programmed in APL since about 1972, mostly statistical routines that I needed in my work in computer-aided drug design. In fact, I had even published some APL functions, but I was certainly not what you would call a hard-core convert to APL. This language simply offered me—as a chemist and not as a programmer—the greatest freedom to be creative without worrying about the stultifying detail required by most other languages. At work I originally had used a STSC APL time-sharing service, switched to another APL time-sharing service for several years, then ported everything to our inhouse IBM 3081 VS APL 4.0 system. However, recently I have been busy with computer graphics and quantum/molecular mechanics and not statistics (i.e., APL) at all.

Having been exposed to the ease and elegance of APL, I found that learning

BASIC for my PC was more self-flagellation than enlightenment. It was slow, awkward, and, well, silly (Isn't it silly to have to dimension variables? After all, computers should do that kind of stuff for you. . . ).

Turbo Pascal—with its easier user interface—was not yet getting much press, and the language didn't seem to offer any particular advantages over Fortran or BASIC in general approach. So I bought a C compiler, knowing C might come in handy at work. At least it would run faster. Unfortunately, it was a disaster. I couldn't accept the amount of time it took to compile and link after each minor debugging step, and, worst of all, I couldn't really make much sense of the I/O function calls . . . it all seemed so needlessly complex.

At this low point in my experience with C, I was given the opportunity of reviewing STSC's APL\*PLUS/PC system for *DDJ*. The irony of this is that *DDJ* is such a staunch advocate of C (which means that I have now enraged most of my audience). Of course, I'm not proposing that APL and C are equivalent or even on the same level. For example, some implementations of APL have been done in C (e.g., Dyalog APL), but not vice versa. (A recent article by D. Saunders, "Unix, C and APL," *Unix/World*, 1[6], 59, 1984, in fact argues that the two languages are naturally complementary.) But for the average PC applications developer, is APL worth a serious look? Read on!

First of all, I think learning well-defined APL symbols is less ridiculous than trying to match braces in C or remembering the dozens of function calls with their nonstandard syntax and location. The only real problem with APL is the character set and some of the difficulties that it causes in graphics/prINTER interfaces. Of course, C "gets closer to the machine," but STSC APL\*PLUS/PC allows interfaces

to outside assembly code, DOS, DOS files, interrupts, peeking/poking, and so on. It is also much easier to learn, debug, and use, being what Saunders calls a "very high-level language." From descriptions of the user interface to Turbo Pascal (full-screen editing, pointers between source and object code, fast compilations), I would say that APL is at least as good as—if not considerably better than—Turbo Pascal in this regard.

### The System

The APL\*PLUS/PC system is supplied on two diskettes, and a special APL character ROM replaces the one on your graphics card (the IBM version of APL uses software-generated characters and requires both a color monitor and 8087). Special ROMs are available for IBM, AT&T, Compaq, Columbia, Eagle, Hyperion and Televideo microcomputers. Corona is supported, but without graphics, Seequa is supported without communications and Wang is supported without graphics and sound. The IBM AT, other MSDOS computers and the DEC Rainbow are scheduled for support. (Although all of these machines are "supported", there might be some tradeoffs in performance. Not all graphics boards are supported, either; check carefully.)

Only the least useful characters of the original character set have been replaced by the special APL characters, so the system has virtually no impact on ordinary word processing, spreadsheets, and so on. The system requires 192K and PC or MSDOS with one or more disk drives. Documentation is in four IBM-style loose-leaf binders with sections on installation, user's guide, introductory tutorial, formatting, files, programmer's manual, system functions, and a comprehensive index. Color-coded APL keyboard labels are supplied—the tackiest part of the



package. The Gilman and Rose textbook classic *APL: An Interactive Approach* and a quarterly newsletter are also provided. You also get on the STSC mailing list, which will definitely keep your mailbox full.

Other sources of information are available for additional cost: two volumes of *Collected Whizbangs* by Roy Sykes, Jr. (a fantastic collection of advanced tricks) and a volume entitled *APL in Practice: What You Need to Know to Install and Use Successful APL Systems and Major Applications*, edited by Rose and Schick (to assuage any remaining doubt that APL is not taken seriously by the business world). The Rose and Schick book is directed toward mainframe APL uses, but the overview is good and a number of chapters contain some generally useful advice, particularly in the third part of the book: "The Core of APL."

STSC has also announced the first collection of application development TOOLS (\$295, requires 256K, PC or MSDOS at 2.0 or later and APL\*PLUS/PC at 3.0 or later), which provides communications, screen management, report and output formatting, disk and file management, software development tools, and two games.

Additionally, STSC has developed a Financial and Statistical Library (\$275) for the PC, containing many primitive functions that can be incorporated into application programs; this means no window dressing on the output, although "dressed" versions are also available for some of the functions. The package is overpriced for what you get. For example, my favorite correlation coefficient program is faster than the one supplied in STATISTI; not all of the terms are defined in the manual (e.g., Durbin-Watson Statistic); there doesn't appear to be any ANOVA, a common feature of most statistical packages (at least not in the index nor any of the obvious places); and we get the program FEDTAX79, my favorite . . . it is 1984, isn't it? The list goes on.

A new addition to STSC's product line is Pocket APL, which is a simplified and more affordable version of APL (only \$95). It requires 128K RAM but uses a soft character set (instead of the special ROM) for color systems and the keyword APL system for

monochrome. Communications, graphics, full files and workspaces, and the full-screen editor are not supported, nor is there an interface to DOS. However, it *does* supply on-line calculator mode, full-screen cursor control, on-line help, a file system, ☐ FMT formatting, error trapping features, and over 50 system functions. STSC apparently believes that Pocket APL will be the Turbo of the APL world.

STSC has also solved the major problem for applications developers who want to use APL, namely the requirement of a full APL interpreter. Because the cost of the STSC system is at least \$595, this used to be a major

drawback. Now, a Run Time System is available for a license fee of from \$50 to \$100, depending upon quantity and possibly your negotiating skills. The Run Time System allows applications packages that buffer the user from APL; the user has no APL directly available. Neither calculator mode nor definition-editing-display of functions is available. In fact, the APL character ROM is not required, and the keyboard stays in text mode. The full-screen editor can be used only to edit variables. Applications developers are offered a software publishing program with royalties of "5 to 15 percent."

Generally, all of the documentation

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# BD Software

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is very well done with good quality paper, typesetting, editing, and so on. Of course, nothing is perfect. The Gilman and Rose textbook unfortunately is weakest on the most difficult aspects of APL (a consistent theme, as you shall see), and there are a number of minor editing problems. The front cover proclaims "Includes APL2 and APL for PC's," but this is not really explained—in a forward, for example. In fact, I didn't know what APL2 was and eagerly awaited the revelation inside. Alas, the best I could do was to figure out that it was an IBM product. The index didn't help either. There were only a few references to "APL for PC's" inside the text, despite the 1983 publication date, and a reference to "see inside the back cover for details" in the preface . . . very funny! It's blank.

Two serious deficiencies in the package are the lack of quick reference cards and the need for more detailed tutorial material on graphics, memory, and machine language features—the most difficult aspects of the extended language. This makes it tough on the neophyte or convert. A workspace demo on graphics was so confusing that I couldn't make it do anything useful. Documentation for the interrupt handler `INT` gives only a few examples, a stern warning about "improperly constructed arguments," and a reference to the section on `CALL`. Documentation for the latter system function is more extensive but still difficult to follow.

To whet the microsystem user's appetite, I should mention that STSC has announced two interesting developments: the maxi/mini APL\*PLUS system will be available under Unix, which means speed, nested arrays, and a good multiuser environment, and an APL "compiler" for IBM mainframe VM/CMS and MVS/TSO will be available, promising a three-fold enhancement in speed. (There are quotes around compiler because you still must run the compiled functions under the standard APL environment.) STSC is the most active, broadest-based APL vendor in the world, which I hope speaks well for its commitment toward APL for the PC.

Finally, even as I write this review of Version 3.1, Version 4.0 is being announced. Included is documentation on

all workspaces, new stickers, and a placard with the APL character set. Speedups for `LOAD`, `COPY`, `DEF`, and `SS` (substring search), exponentiation, membership, and inner product are implemented (some up to 10 times faster). A soft character set for use on an IBM color monitor with IBM color graphics card eliminates the special APL ROM—at the considerable sacrifice of off-screen scrolling and full-screen editor. Several new APL keyboard facilities, new enhancements to the full-screen editor, graphics, and some new language features (e.g., enhanced validity checking of certain primitives) are implemented. The workspaces have all been "reviewed and revised." Communications using the smart terminal mode have been improved to allow, for example, the host to execute a line in the PC. An upgrade for existing users will be about \$90.

### Features

STSC APL\*PLUS/PC is a nearly complete version of standard APL, lacking only some of the newer extensions such as nested arrays and some of the extensions of operators found in the IBM mainframe APL2 or STSC's Unix-based system for maxis/minis. I will review a large number of the existing enhancements.

A keyword mode is available through a function key toggle; in this mode, APL symbols are replaced by English words. An on-line HELP facility can be customized for use in applications. User-definable function keys are available through a system function.

Workspace size expands to available memory. On my 256K system a `CLEAR` workspace is 112,336 bytes, but memory can be partitioned for a non-APL functionality under DOS; for example, `TOOLS` supplies a RAM disk program (although I find the AST Superdrive much easier to use). Maximum object size is 65,536 bytes, including overhead. In a clear workspace, this translates to about 8,190 floating-point and 32,761 integer numbers. Floating-point numbers are eight bytes (17 significant digits in range  $+ - 1.797 \dots E308$ ); both integer and Boolean are two bytes (range  $+ - 32767$ ). No bit packers need apply!

An optional 8087 math coprocessor is automatically detected by the system

and can be toggled on/off with a `POKE`. It significantly speeds up exponential, transcendental, and other functions. See the section on benchmarks.

High-resolution black-and-white or color graphics and sound are supported with system functions. Use of the graphics primitives is nontrivial, dangerous in certain circumstances (misuse can blitz your graphics board!), and lacks a good tutorial description. The only documentation is in the system function outline and a brief section in the user's guide. Using the session parameter `E=64` to reduce "snow" will cause a significant slowdown in the speed of color graphics; without this setting, color graphics literally flash on the screen, but with the setting, it takes about 3 seconds to paint a full screen. The sound primitive `SOUND` is extremely easy to use, and a fascinating music-generating program in one of the workspaces produces pleasing little ditties. Simple windows and screen scrolling control are available; the `TOOLS I` package offers further enhancements such as menu processing, maintenance, screen input facility, and forms maintenance.

Communications facilities for uploading and downloading from mainframe or other computers comprise several system functions, plus a number of programs in one workspace as illustrative examples. Additional 3278 and IRMA facilities are in `TOOLS I`. One of STSC's ads shows an 11-line program that sorts a DOS file, plots the results as a histogram, calculates mean and variance, uses a full-screen editor to create a memo combining histogram, statistics, and descriptive test, issues a DOS command to the PC, dials a host computer, and ships off the memo . . . not bad for 11 lines. A built-in terminal emulator can be toggled on/off with a function key so that executing programs on the host or PC can continue executing. The simulated terminal mode is the extended Datamedia 1520, but some customization is possible.

Both full-screen and del editors are available. The full-screen editor is nicely done, but on my computer and graphics card (both Columbia), I must operate with the session parameter `E=64` to reduce the small band of



dashes that flashes randomly when any key is hit. This is supposed to disable the full-screen editor, but in fact it still works. The only degradation in performance is that the editor does not exit in a way to restore the original screen: line numbers and a reverse video EDITIN are left and they do not scroll off screen. The full-screen editor works fine if I am willing to tolerate snow for each key press; alternately, I could define a function key to clear the screen following exit from the full-screen editor. These are relatively minor inconveniences, but you may feel that for \$595 you should get all features of the "supported" hardware.

TOOLS I contains a large collection of special functions for maintaining other functions and workspaces, transferring a workspace to a file and back, and documenting workspaces. Most of these are of interest only to the professional applications developer.

APL\*PLUS/PC allows interfaces to non-APL programs such as assembler or DOS and allows `PEEK`- and `POKE`ing. The only documentation is in the reference manual and is difficult to follow; reportedly STSC has improved this in Version 4.0.

Both a logical set of APL file system commands (compared to the awkward IBM shared variables) and an interface to "native" DOS files are provided. Up to 20 files can be tied at one time. There is complete forward compatibility with APL files, but Versions 2.0 or 2.6 will not work on Version 3.1 files.

A set of powerful formatting, error trapping, and string searching primitives is supplied. The `FMT`, adapted from the mainframe APL\*PLUS, is particularly well suited to business report formatting. Some additional functions in a workspace help you set up tables, and even more functions are available in TOOLS I, including functions that can direct output to screen, APL file, DOS file, or printer and provide pagination, page breaks, and so on.

APL\*PLUS/PC has 135 system functions and over 200 utility programs. About 26 of these are also system commands of the `xxx` type long familiar to APL users, but most of the system functions are usable within functions. In Version 3.1, `SAVE`, `LOAD`, and `COPY` can be painfully slow, with lots of thrashing about by the disk drives;

`LOAD` and `COPY` have been speeded up in Version 4.0. An alternative is to use a RAM disk—for safety, instead of using `OFF`, you can write a small `SIGNOFF` function that will copy files/workspaces to permanent storage and exit via `SA OFF`.

### Enhancements

Many of the enhancements to APL, especially adaptation to the PC environment, come in the form of special system-level functions, variables, and constants. Because they are system-level features, they are always available in every workspace. These are largely, but not entirely, unique to each vendor, and any APL program that incorporates any of the nonstandard system features will not be compatible with other products. However, because STSC provides the Run Time System as a total environment for applications, this is of little concern. It would be a problem only for an individual trying to port applications between a mainframe (even between some STSC products) and APL\*PLUS/PC or between friends with different systems.

The 135 system features in the APL 2\*PLUS/PC system provide information about the session, active work-

space, and objects in the workspace; retrieve objects or entire workspaces from disk; assist in debugging; communicate with other devices; manipulate screen (cursor, window, graphics, and so on) and sound effects; and observe and manipulate the operating environment.

System variables contain information about the environment, such as comparison tolerance, index origin, printing precision, and random link, about latent expressions, HELP filenames, what action to take if execution stops for immediate input, and memory segment for peek/poke. Other system variables are for cursor position, keyword setting, printing width, and screen window control.

System constants comprise a dozen constants that control the character set (atomic vector) and generate bell, backspace, delete, escape, form/line feed, new line feed, null character, and so on.

Table I (below) gives an indication of the depth of support.

### Benchmarks

An excellent comparison of STSC APL\*PLUS/PC (Version 2.6) and IBM APL (Version 1.00) appeared in the March

Files:	21 for APL and 13 for DOS
Character constants:	9
Debugging tools:	8
Detached I/O:	4
Disk:	4
DOS:	1
Exception handling:	5
Execution:	6
Function Definition:	11
General Information:	12
Graphics/Screen:	21
Help:	3
Input/Output:	10
Keyboard:	6
Latent Expression:	3
Machine Language:	3 (call/interrupt/symbol table pointer)
Memory:	3 (peek/poke/seg)
Object:	9
Session:	4
State Indicator:	6
Workspace/Object Manipulation:	12
Workspace:	9
Other:	1 substring searching, 1 delay execution

**Table I**  
**List of System Features by Type**



1984 issue of *Byte*. The only weakness of these comparisons was that the exact timing algorithm was not stated. I have used the same benchmarks but have replaced J. Bensimon's large chess problem with the *DDJ* Savage floating point benchmark and have used the documented *TIMER* function supplied by STSC in the workspace *CINO* (Listings One – Four, page 98). This *TIMER* corrects for all overhead.

All benchmarks were run first on my Columbia MPC 1600-1 without an 8087. To include comparisons with the earlier version of STSC APL\*PLUS/PC used in the *Byte* article (Version 2.6) and to obtain 8087 data, I enlisted the unsuspecting help of the STSC small systems hotline staff who happily performed tests No. 1 – 19 on both Versions 2.6 and 3.1, both with and without the 8087 (a *POKE* turns the 8087 off, and the machine acts as if it were not there in all respects).

The comparable STSC benchmarks were all uniformly faster than mine; this precipitated a number of phone calls to both Columbia and STSC and between the two vendors. We could not discover any obvious reason for this discrepancy, outside of a difference in the way the benchmarks were run: the STSC benchmarks were run using a master program to feed the arguments to *TIMER*, while my benchmarks were originally performed manually. The STSC benchmarks for No. 5 were performed on the wrong variable, so I have omitted No. 5, but the STSC benchmark No. 2 was still about half the value that I obtained on the Columbia.

I had originally decided to report only ratios for the STSC data, but I later decided to check the performance on an IBM myself. With the cooperation of two colleagues at work, I was able to boot my exact workspace on an IBM XT with 640K RAM and to perform all benchmarks in the same manner as on my Columbia at home. The XT without 8087 gave much closer agreement to the Columbia values, including a value of about 9 msec for No. 2.

The disagreement with STSC's values still bugged me, so I coded the master program and reran all benchmarks on my Columbia. The discrepancies were still there: I then copied all variables and functions into a *)CLEAR* workspace and reran all benchmarks.

Lo and behold, the value of 4.5 flashed up for No. 2, in close agreement with STSC's values; all other values improved significantly in agreement.

An inexplicable bug apparently had crept into the original workspace and affected timing, not accuracy, in a manner not due to pending functions, limited  $\square WA$ , or any other obvious problem; I have shipped a copy of the "good" and "bad" workspaces off to STSC for examination. Benchmarks in APL are not as reproducible as they may be in other languages because a lot of bookkeeping goes on "behind closed doors." The state of the workspace depends to some extent on what has preceded it. Therefore, I now store a clean workspace for benchmarking and *)LOAD* it fresh for each run.

First, let's look at the performance of Version 2.6 (the *Byte* review version) compared with the current Version 3.1 without an 8087. Curiously, some of the simple functions have gotten slightly worse (about 10% worse for No. 1 plus reduction, No. 3 maximum reduction, No. 6 indexing, No. 8 take, and No. 10 transposition); however, much more substantial improvements were realized in No. 14 matrix division (66%), No. 15 Fibonacci series (33%), and No. 17 division (14%). Comparing the two versions with an 8087 shows improvements in the newer version of 69% for No. 1 plus reduction and 87% for No. 14 matrix division, with smaller improvements in Nos. 2, 13, 15, 16, 17, and 19. There are 10 – 15% decrements in Nos. 3, 6, and 10.

Use of the 8087 math coprocessor gives improvements of 100 – 3600% in some benchmarks (Version 3.1; Nos. 1, 4, 13, 14, 16, 17, 18 and 19), particularly the logarithm-exponential and transcendental benchmarks.

A comparison of the Columbia MPC 1600-1 benchmarks with those for the IBM XT, both without 8087, shows the Columbia (256K with  $\square WA$  of 95K) running fairly consistently at about 96% of the speed of the XT (640K with  $\square WA$  of 469K). There are insignificant differences between the VP and MPC (Cols. E+H) and between the XT and PC (Cols. C+F and D+G), showing that  $\square WA$  is not an important variable.

The well-known Sieve of Eratosthenes (No. 20) involves a lot of branch-

ing and showed little enhancement using the 8087, as might be expected. The Savage floating-point benchmark (No. 21) can be coded easily and elegantly in APL as shown in Listing Three. The first line prints a time-stamp for benchmarking, initializes two variables, and precomputes the branchpoints for the iteration. The second line evaluates the expression and tests for iteration number. The last line prints a second time-stamp. Without an 8087 coprocessor (which significantly enhances exactly the primitives used in this calculation), the speed was about equal to double-precision BASIC, 855 seconds on the Columbia and 833 seconds on the XT, but there was a low error of  $1E-9$ . With the 8087, the time was only 198 seconds, which is not bad for an interpreted language. This compares favorably with several compiled languages (e.g., Supersoft Fortran on the PC), and is slower but more accurate than the only other APL listed, IBM APL (with 8087 implied), but I have not seen the coding used.

Users usually base their choices between upgrading to newer versions or between different vendors more on features than on small differences in "speed" benchmarks. However, STSC has clearly succeeded (intentionally or not) in reducing any glaring weaknesses that the *Byte* comparison might have showcased, particularly the lag-gard performance of matrix division on the older Version 2.6.

Finally, some minor quibbles: I have used the *Byte* benchmarks for consistency, although some of these (Nos. 14 and 19) involve two primitives when a new variable might be more appropriate. The PRIMES benchmark was from the *Byte* article; the variables should have been localized in the header.

### Development Package?

What kinds of applications would you develop in APL? Surprisingly, the main revenue stream of the commercial APL systems is business and not scientific applications. For example, APL did not come to our IBM 3081 mainframe because the scientists or statisticians wanted it; it came because a tie-wearing manager type wanted *ADRS*, which just happens to be written in APL. Two examples of applications from the recent STSC PLUS\*



NEWS newsletter are a financial system and a DBMS for the broadcasting industry.

R.W. Butterworth makes some interesting points—albeit directed mainly toward mainframe systems—in his article “When APL is Inappropriate” (in *APL in Practice*, page 43). The main criterion is who or what reads the program most often or importantly during its full life cycle. Low-level languages (e.g., assembly code or even C) favor machine readability, while very high-level languages favor people readability. Therefore, general support utilities, high-volume processing, or very complex calculations (“number crunching” scientific applications) are not good for APL because they are too machine intensive. On-line real-time applications involving complex tasks are also not good: portability is somewhat limited if the code involves lots of enhancements, but this is true of most high-level languages. Hybrid solutions, however, offer many benefits; APL\*PLUS/PC offers interfaces to machine code and communications.

When is development on micros using APL warranted? Any project that involves a lot of *ad hoc* analysis is a good candidate for APL. However, with the Run Time System, all possible *ad hoc* variants must be predetermined, and either menu choices or predefined function names are required to determine which one will be used. This is probably not a limitation. If the environment cannot be predefined, you have only two choices. Either your APL application using the Run Time System must have a command simulation processor to allow the user to enter equations, possibly with the APL keyword system, or you should suggest the purchase of the full APL system. You can then supply a more “standard” set of functions and perhaps some training in APL.

Probably the most useful application of the APL Run Time System would be situations where the package needs to be customized quickly or frequently in a manner that cannot be achieved by menu choices of options, input of formulae, and so on, or if your business consists of lots of small custom jobs. If these concepts are correct, then I find the pricing of the Run Time System to be out of whack because it seems to pre-

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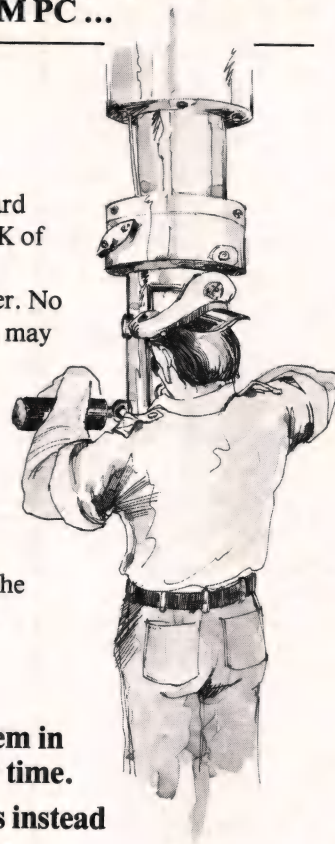
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clude low-volume projects. (Perhaps a better pricing scheme for STSC would be a higher initial purchase price with possibly a small royalty fee.)

### Programming in APL\*PLUS/PC

To illustrate some of the fun and problems involved in using APL\*PLUS/PC, I decided to relate my experiences in converting a BASIC program (Listing Five, page 99) that I had written into the APL\*PLUS/PC system (Listing Six, page 101 and Figure page 100). My Columbia came with Perfect Filer, one of the weakest members of the otherwise quite good Perfect series. Perfect Filer does not have math capabilities, so to do a billing system for my wife's small private practice, I used the Filer simply to store the raw data. The bills then were written to a native DOS file (a:newaku.mss). The BASIC program read through this file line by line (or record by record) and looked for certain keywords/symbols. It then totaled current month, added balance forward, and subtracted any payments. The total was written in the appropriate spot, and if the balance forward was greater than the payments received, a message was written that payment in full is required each month; the revised bill for the first client was written out (a:newOak.mss) then on to the next client.

Although processing the file line by line is probably the most natural way for a BASIC programmer to attack this problem (and was the approach I originally took before I had APL\*PLUS/PC), an APL programmer knows that you really want to process all records simultaneously. The only problem is to differentiate between the clients. The APL program took about six hours compared to about twenty hours for the original BASIC program. One of the nicest features of APL\*PLUS/PC is the full-screen editor and scrolling buffer. These allow you to try many algorithms easily; for example, you can use calculator mode to run-modify-run-modify and so on by editing on the screen. Then, at some point, you can write a function and further modify it using the full-screen editor )EDIT.

A native DOS file is simply a long string of bytes in APL (8501 in this example), so it is easy to search the string for all occurrences of the keywords/symbols (variable ALL gives the posi-

tions). Originally I did this with a series of  $\square$ SS substring searches. The actual numbers were then a fixed number of bytes away from these locations (line [6] of *PROCESS*). A function (*CLEAN*) was used to clean up any stray characters, to convert the normal minus to an APL negative, and to insert 000 in blank "numeric" fields. The characters then were converted to numbers. The resulting vector CM was a list of all session charges in order.

How to sum by client? There are usually several ways to do almost anything in APL. Much of what follows could have been avoided by the use of extended operators in APL2 or even a loop with the take primitive. However, the method that I found using APL\*PLUS/PC is more typical. Line [7] of *PROCESS* reshaped the vector into a matrix that had number columns = number of clients (4 here) and number rows = total number of sessions (12; matrix A). Each column contained the original vector of session fees. What was then needed was to discover a mask of 0,1's that could be used to multiply this matrix so that the columns (clients) could be summed to give the current month's total charges for each client.

Because of the layout of the bill, the location of the balance forwards always occurred right after the current month's charges. Therefore, a matrix formed by finding the location of all keywords/symbols less than the balance forwards (matrix B) would identify each client—the first client would have all columns filled, the second n-1 columns, and so on to the last client, which would have only the last column filled. The last step would be to keep only the first 1 for each client; this was accomplished using the "less than scan" (matrix C). The final expression gives the sums *CSUMS*.

The program actually ran rather slowly. This was obviously due to the multiple string searches using  $\square$ SS (reportedly speeded up in Version 4.0). It would be nicer and faster to search the main string only once, at least for the new sessions if not for everything. This proved possible by using the membership function (see *FINDALL*) to find all occurrences of the symbols i, g, A, and W (for individual, group, administrative, and workshop). This would include any words that happened to have these

letters present, but the actual location would have a blank on either side. Therefore, all you had to do was examine the locations to the left and right, test for blanks, and do a logical *AND* (line [5] of *PROCESS*). The resulting algorithm was twice as fast as using the multiple  $\square$ SS's.

The APL version contains about the same number of lines—excluding comments and function headers—but runs almost exactly three times faster! Further optimization is undoubtedly possible.

Having the APL\*PLUS/PC system in the first place would have made it unnecessary to improve Perfect Filer because the proper data base could have been set up easily. However, the example illustrates many of the features of programming in APL\*PLUS/PC: it is fast, fun, well-adapted to the PC environment, and encourages elegant global solutions. Of course, what may be elegant for me may be pedestrian for another APL user.

APL was designed as a heuristic tool before it became a computer language. I find describing the conceptualization in English much more difficult than the symbolic description in APL shown in Listing Six. Unless you have some experience with APL, you may find the opposite to be true. Those with some APL under their belt tend to program in a twilight zone between the English verbalization and the vector/matrix concepts of APL. In many instances, you *know* that there is a trick; you just have to remember it, probably by fiddling on screen. In this case, I knew there was a scan function that would do it—line [7]—I just couldn't remember which one.

### Menu a la TOOLS

Having received the TOOLS package just as I was completing the major portion of this review, I have not had a lot of time to fully evaluate all of its features. I have spent most of my time with the menu and screen design sections.

The benchmarks table (Table II, page 95) was produced using functions in the distribution workspace *FORMAT* and *OUTPUT* workspace from TOOLS. Due to scanty documentation, most of the minor difficulties involved function *COLNAMES* from *FORMAT*, which required a bit of fussing to work



Computer		A	B	C	D	E	F	G	H
APL Version		PC	PC	PC	PC	UP	XT	XT	MPC
8087?		2.6	2.6	3.1	3.1	3.2	3.1	3.1	3.1
DWA		8087		8087			8087		
RAM		410K	410K	302K	302K	87K	480K	480K	95K
		512	512	512	512	512	640	640	256
1. PLUS REDUCTION	Z+÷/VI	104	158	32	169	174	32	169	175
2. LOGICAL REDUCTION	Z+÷/VL	5	6	4	4	5	5	4	5
3. MAXIMUM REDUCTION	Z+I/[1]MI	30	30	35	34	35	35	35	36
4. EXPONENTIATION	Z+VI*.1	1697	9571	1704	9249	9426	1704	9250	9473
5. ABSOLUTE VALUE	Z+ VR					130	65	120	130
6. INDEXING	Z+VR[VI[120]]	22	23	26	26	26	25	25	26
7. SORTING	Z+VI[÷VI]	118	118	119	119	125	116	116	122
8. TAKE	Z+2 1+MR	29	29	29	30	31	29	30	31
9. MEMBERSHIP	Z+VI=VI	149	149	154	153	154	154	153	156
10. TRANSPOSITION	Z+2 1+MC	64	64	70	70	71	71	71	72
11. OUTER PRODUCT, CHARACTER	Z+VC+. =VC	131	130	137	137	143	136	136	143
12. OUTER PRODUCT, INTEGER	Z+(150)*. +150	445	445	440	441	465	449	444	467
13. INNER PRODUCT, REAL	Z+VRL.+VR	346	553	280	575	591	280	575	594
14. MATRIX DIVISION	Z+MRB10+VR	1486	2217	196	755	778	196	755	782
15. FIBONACCI SERIES	Z+FBNCC (LISTING 1)	3832	3945	2487	2687	2801	2435	2638	2781
16. MULTIPLICATION	Z+VR×3.14	146	478	112	490	507	113	489	509
17. DIVISION	Z+VR÷3.14	152	733	118	632	652	118	632	657
18. LOGARITHM	Z+÷VR	131	5085	131	4872	4970	131	4872	4994
19. SINE	Z+10VR×.1	484	6060	453	6103	6224	444	6094	6243
20. SIEVE OF ERATOSTHENES	(LISTING 2) SEC.×10						1634	1666	1755
21. SAVAGE FLOATING PT.	(LISTING 3) SEC.						198	833	855

1) Times are in milliseconds per execution for Benchmarks #1-19 and seconds for #20-21. #20 is reported for 10 executions, as per convention.

2) TIMER (APL+PLUS/PC Workspace CINO, see Listing 4) was with 100 repetitions and with 'R+0' for NULLEXP, except for #15 where 'R+NONFN' was used. NONFN is niladic and simply assigns R+0. Benchmarks #20 and #21, since they are full functions and are relatively slow, were timed with DAI[2], as shown in the Listings 2-3.

3) The PC and UP had monochrome monitors, the XT had both monochrome and color monitors and boards and the MPC had color monitor. All tests were done in monochrome mode. The PC, UP and XT used DOS 2.1, the MPC 2.0.

4) The variables, as in the Byte March 1984 review, are:

```
MI+10 10÷VI+(500÷0 1 0 0 1)/1500
VL+1 0 1 1 0 0 0 1
MR+10 10÷VR+VI+0.1
MC+26 26÷VC+'ABCDEFGHIJKLMNQRSTUUVWXYZ'
```

Table II



properly. Use of the functions in *OUT-PUT* was relatively straightforward.

To test menu and screen functions from *TOOLS*, I decided to adapt some recombinant DNA programs to the PC using these features. A menu is divided into title, text, choice, and footnote sections and allows multiple choices with validity checking; it has one write-in area, time-out features, and full color/monochrome decorations. An enormous number of possible options are available. A screen is similar but more general; for example, multiple write-ins can be made. Some run-of-the-mill screens can be set up very simply: *'MENU MENU' CHOICE FROM 'AU*

*CHAMBERTIN/PEARL RIVER SEA-FOOD/CHUCK E. CHEESE'.*

In setting up the main DNA menu, I decided it would be useful to have the name of the registered owner appear somewhere. It was not at all obvious how to enter current information such as date, time, or user into the menu. The screen is first designed and then "compiled" for fast display (not a true compilation, rather an interpretation into more primitive APL functions). Several of the key functions are locked and the terse error messages are not very helpful. The documentation is weak on how to create certain effects; some of these can be gleaned only from

the single example in the workspace (for example, how to test for color boards and change attributes appropriately or how to center text). After a few calls to the hotline, I found that the only way to enter current information is to use some special editing functions to replace defined fields in the "compiled" menu.

Once the menu is "compiled," it flashes instantly on the screen—unless you are using *E=64* at sign-on, in which case it takes several seconds to paint the screen. Despite the shortcomings of the documentation, once you get the hang of it, you can design some very nice menus.

I also had several problems with the screen functions and documentation. In the step-by-step discussion of how to design a sample screen, a critical "press enter" was omitted following the naming of the first field (*EXT*). No other exiting gambit works. The documentation is also confusing concerning the use of the function *SCFKEYSOFF* with *SCCLOSE*; you must not use these together. Instead, if you want to set function keys, you must follow a more complicated procedure that is outlined in the documentation, but the incompatibility is not made clear.

*SCINIT* calls the undocumented *SCCURSORSET*, which is ☐ *IO* sensitive (*=0* works), a function similar in purpose to *WHITEWASH* in the *MENU* workspace for color/mono conversions. If you want to re-use a screen (as I did), you must blank out any filled-in fields that you do not want to carry forward before you store it using *SCOUT-PUT* '. After finally working out all of these details, I had a screen that looked nice, only lit up the write-in field when a function key was pressed and waited for proper input; unfortunately, even when compiled the screen took about three seconds to appear, much slower than a menu. The *SCREEN* workspace was the least satisfactory of the *TOOL* features that I was able to test.

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do serious work (for example, work done in one of our statistics groups). Certain low-volume applications may not have a low price tag (because of the \$50-\$100 Run Time System license fee), but this may change.

I find the most curious aspect of APL to be its marketing by STSC, IBM, and others. STSC seems to be following IBM's lead... or non-lead. Although STSC runs occasional full-page ads in

the computer rags, there is a minimum of second sourcing. For example, I have seen STSC APL\*PLUS/PC offered from only two alternate vendors. One is a well-known programmers shop (at about a 16% discount), and the other is a vendor specializing in 8087 chips and related software. Of course, IBM APL is never advertised in the usual computer rags and is never second sourced (I believe). Apparently

a lot of work gets done at IBM in APL, but the marketing mavens believe in benign neglect for this product. Why STSC is not more vigorous in promoting its PC version will probably remain a mystery. The new Pocket APL may be an attempt to popularize their excellent products; if so, time will tell.

DDJ

(More reviews on page 102)

## Software Reviews (Text begins on page 88)

### Listing One

```

▽ Z←FBNCC
[1] Z←1 1
[2] L:→(100)ρZ+Z,+/-2+Z)/L
▽

```

```

▽ R←NONFN
[1] R←0
▽

```

End Listing One

### Listing Two

```

▽ PRIMES
[1] DAI[2] ← I←1 ← F←(8191ρY),E
[2] Y:F[I+P×L(8191-I)÷P+1+I+1]←N
[3] N:→F[I+1+1]
[4] E:(≠Y+.=F), ' PRIMES' ← DAI[2]
▽

```

End Listing Two

### Listing Three

```

▽ A←FPBENCH;N;R
[1] DAI[2] ← A←N+1 ← R←(2499ρL),E
[2] L:A←1+30~30*0(A×A)*0.5 ← R[N+N+1]
[3] E:DAI[2]
▽

```

End Listing Three

### Listing Four

```

▽ ΔΔR←ΔΔN TIMER ΔΔE;ΔΔT1;ΔΔT2;ΔΔT3;ΔΔT4
[1] A Result ΔΔR is the time in milliseconds to execute ΔΔE ΔΔN times.
[2] A NULLEX is the APL expression whose time is to be subtracted from
[3] A the timing. It is typically 'S←0' if ΔΔE begins with 'S←'.
[4] ΔΔT2←(ΔΔN×1+ρNULLEX)ρNULLEX,'0' ← ΔΔT4←(ΔΔN×1+ρΔΔE)ρΔΔE,'0'
[5] A QWA on next lines forces a garbage collection.
[6] ΔΔR←QWA ← ΔΔT1←QTS ← ΔΔT2 ← ΔΔT2←QTS
[7] ΔΔR←QWA ← ΔΔT3←QTS ← ΔΔT4 ← ΔΔT4←QTS

```



```
[8]  ΔΔT1← 60 60 60 1000 1 4↑ΔΔT1
[9]  ΔΔT2← 60 60 60 1000 1 4↑ΔΔT2
[10] ΔΔT3← 60 60 60 1000 1 4↑ΔΔT3
[11] ΔΔT4← 60 60 60 1000 1 4↑ΔΔT4
[12] ΔΔR←(ΔΔT4-ΔΔT3)-ΔΔT2-ΔΔT1
```

End Listing Four

## Listing Five

```
90 PRINT TIME$: SUM=0!:LS$=""
100 OPEN "I",#1,"a:newaku.mss"
105 OPEN "O",#2,"a:newOak.mss"
200 LINE INPUT#1,X$:IF EOF(1) THEN 9000 ELSE 201
201 IF X$=CHR$(13) THEN PRINT#2,X$:GOTO 200
204 A=INSTR(X$,"$: $"):IF A THEN 1000 ELSE PRINT #2,X$
205 REM:find name
206 N=INSTR(X$,".R."):IF N GOTO 209 ELSE 290
209 L=LEN(X$)-(N+4):RN$=RIGHT$(X$,L)
211 L=1+LEN(RN$)-INSTR(RN$,CHR$(77)):NA$=RIGHT$(RN$,L):GOTO 200
290 FP=INSTR(X$,"Payment"):IF FP GOTO 315 ELSE FI=INSTR(X$,"/8")
300 IF FI GOTO 301 ELSE 310
301 R$=RIGHT$(X$,LEN(X$)-27):L$=MID$(X$,8,5)+STR$(VAL(R$))
302 SUM=SUM+VAL(R$):LS$=LS$+L$+" ":GOTO 200
```

(Continued on next page)

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## Listing Five

```

310 A=INSTR(X$,"+"):IF A THEN 311 ELSE 315
311 BA=VAL(MID$(X$,A+2,5)):SUM=SUM+BA:GOTO 200
315 A=INSTR(X$,"-"):IF A THEN 316 ELSE 200
316 PA=VAL(MID$(X$,A+2,6)):SUM=SUM-PA
317 IF (BA-PA)(<=0) GOTO 200 ELSE PRINT#2,"***PAYMENT IN FULL IS REQUIRED EACH MO
NTH!***"
350 GOTO 200
1000 REM write total now due to invoice
1005 Y$=STRING$(48,32)+"Total Now Due: $"
1010 PRINT#2,Y$,SUM
1050 SUM=0!:LS$=""
1099 REM next bill
1100 GOTO 200
9000 CLOSE: PRINT TIME$

```

End Listing Five

```

      ρR
8501
      BF
1286 3413 5510 7672
      PR
1345 3471 5569 7728
      TND
1534 3658 5756 7913
      ALL
769 838 894 2908 2977 5018 5074 7107 7176 7232 7301 7357 7426 7482
      CM
25 25 25 35 30 50 65 45 45 45 45 65 65 45
      CSUMS
75 65 115 355
      CBF
290 50 -49 0
      CPR
25 50 15 0
      CTND
340 65 51 355

```

**Matrix A**  
 $\otimes ((\rho BF), \rho CM) \rho CM$

```

25 25 25 25
25 25 25 25
25 25 25 25
35 35 35 35
30 30 30 30
50 50 50 50
65 65 65 65
45 45 45 45
45 45 45 45
45 45 45 45
45 45 45 45
65 65 65 65

```

**Matrix B**  
 $ALL^{\circ} < BF$

```

1 1 1 1
1 1 1 1
1 1 1 1
0 1 1 1
0 1 1 1
0 0 1 1
0 0 1 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1

```

**Matrix C**  
 $< \backslash (ALL^{\circ} < BF)$

```

1 0 0 0
1 0 0 0
1 0 0 0
0 1 0 0
0 1 0 0
0 0 1 0
0 0 1 0
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1
0 0 0 1

```

$+ \nabla (< \backslash (ALL^{\circ} < BF)) \times \otimes ((\rho BF), \rho CM) \rho CM$   
75 65 115 355

Figure



▽ PROCESS NAME; R; BF; PR; TND; ALL; A; CM; CSUMS; CBF; CPR; CTND; NP; MES

```
[1]  DAI[2]
[2]  NAME UNTIE '1 0 R<ONREAD '1 82 ,(ONSIZE '1),0 A TIE FILES AND READ INTO WS
[3]  BF<R FIND '+' )' 0 PR<R FIND '-' )'
[4]  TND<R FIND ':' $'
[5]  ALL<((R[A+1]=' ')^R[A-1]=' ')/A<R FINDALL 'igAW'
[6]  CM<2,(CLEAN R[ALL+.+ 28 29 30]),' ' A CLEAN REMOVES JUNK CONVERTS ^+-
[7]  CSUMS<+/( \ (ALL.(BF))x2((pBF),pCM)pCM A SUM SESSIONS BY CLIENT
[8]  CBF<2,(CLEAN R[BF+.+1+13]),' ' 0 CPR<2,(CLEAN R[PR+.+1+13]),' '
[9]  CTND<CSUMS+CBF-CPR
[10]  +((~V/NP<0)CPR-CBF)/L 0 MES<NP/PR 0 R[MES+.+5+145]e'***PAYMENT IN FULL IS REQUIRED EACH MONTH!***'
[11]  L:R[TND+.+2+14]e(2p(pTND))p'M(->14' OFMT CTND
[12]  NAME[4+2x+/NAME' ':' ]<'0' 0 NAME UNTIE '2 0 0 ONRESIZE '2 0 R ONAPPEND '2
[13]  ONUNTIE ONNUMS
[14]  'DONE!' 0 DAI[2]
```

▽ Z<R FIND F

```
[1]  A SUBSTRING SEARCH OF R FOR F, GIVES LOCATION
[2]  Z<(R OSS F)/LpR
```

▽ Z<R FINDALL S

```
[1]  AFINDS ALL OCCURRANCES OF S IN R
[2]  Z<(RES)/LpR
```

(Continued on next page)

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68766	2764		12816A	8742H
68764	27128			8741H
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5133				

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## Listing Six

```

▽ Z+CLAN V;Q
[1] REMOVES ANY STRAY CHARACTERS AND CONVERTS NEG. TO MINUS
[2] Q←,V ◇ Z+Q[(,~Q←' 0123456789+-,.)]/(pQ)←' '
[3] Q←(pV)pMINUS Q
[4] Q[(^/Q←' ')/\1+pV;]←'0' ◇ Z+Q

```

```

▽ Z+MINUS M;N;RM;NM
[1] CONVERTS -TO- OR -TO-;NO EFFECT IF - NOT PRESENT
[2] N←pRM←,M
[3] +(O(+/NM←,ME'-'')/L ◇ +(O(+/NM←,ME'-'')/LL ◇ Z+M ◇ +O
[4] L:RM[NM/\N]←'-' ◇ +E
[5] LL:RM[NM/\N]←'-' A DONT USE 'M(-)...' OFMT CAUSE
[6] E:Z+(pM)pRM A DONT KNOW FORMAT AHEAD OF TIME

```

End Listings

### VSI – Virtual Screen Interface, Version 2.09

**Company: Amber Systems, Inc.,**  
**1171 S. Saratoga-Sunnyvale**  
**Rd.,**  
**San Jose, CA 95129**

**Computer: IBM PC and direct**  
**compatibles**

**Circle Reader Service No. 131**

**Reviewed by Ronald G. Parsons**

VSI is a programmer's tool kit for building applications that manipulate the PC's screen to take advantage of overlapping windows and features such as color and borders. The authors of the program liken VSI for screens to a file system for disks. Using VSI, application programmers need not be concerned with the details of the physical screen, just as they are not concerned with the tracks and sectors of the disks they are writing on. VSI greatly facilitates the now common process of showing a menu on a pop-up window, prompting the user to make a selection with a pointing device such as a mouse or keyboard, erasing the menu, and prompting the user through the rest of the selection.

Windows can be created, moved, enlarged and reduced, placed behind or in front of other windows, and closed with simple calls to the interface. Text can be placed into the windows, with automatic wrapping at the boundaries of the window, at the programmer's option. Similarly, when the input cursor reaches the edge of the window, the

window will automatically scroll to keep the cursor in the window. The box around a window can be of any color, character, and attribute; this allows easy creation of "attention" windows for urgent messages. Windows are given a priority: windows of higher priority appear in front of those of lower priority. Best of all, the programmer does not need to bother with the details of all this screen action. Writing a program to do all this is very simple using VSI and produces a fast window action.

VSI supports both color and monochrome cards on the IBM PC, but not graphics. The VSI interface is in two levels: a level 0 interface to assembly language and a level 1 interface to high-level languages—Lattice C in the copy reviewed. Both interfaces provide similar functions because the level 1 interface is built on the level 0 interface. The C interface is especially easy to use: functions with parameters carry out the instructions on the screen.

Additional functions available include an exit reset function, several clear functions, a copy function, functions to read and write to a window, and many others.

Up to 255 different screens may be defined with sizes from one-by-one to 255 rows or columns. VSI can manage up to 65K of screen space. ANSI escape sequences may be used, and VSI will run under DOS 1.1 or 2.x. Diagnostic trace capabilities are provided for debugging. A VSI exerciser (VSIX) program that interprets commands

from a file can be used to demo the system or for help in understanding the VSI. Mice can be used as input devices to VSIX if they place cursor characters into the keyboard buffer.

#### The VSI Distribution Kit

As indicated earlier, the version of VSI reviewed included an assembly language interface and a C interface configured for Lattice C V1.03. Other interfaces are available for Pascal (IBM or Microsoft), Compiled BASIC (IBM), Fortran (IBM), PL/I (DRI), and COBOL (Realia); these cost \$199 each. All necessary object modules are included to assemble/compile and link a program. In addition, source modules are supplied for the level 1 C interface, for assembly language routines to interface the C code, and for buffer assignment. The source code for VSIX is also included. This program contains many good hints for writing VSI code. An assembly language interface for making VSI a resident program allows the VSI interface to be accessed through a software interrupt.

A PC-size manual is provided, along with two reference cards for the level 0 and 1 interfaces. The documentation is clear and concise.

#### A Test of Portability

As a test of the portability of the VSI interface, I converted the system to use the Computer Innovations (CI) C86 C V2.1 compiler rather than the Lattice C V2.0 compiler used in other parts of



this review. The C interface is supplied in a version tested with the Lattice C V1.03 compiler. Both the level 1 C interface code and the C-based exerciser are supplied in source form and were recompiled and linked with Lattice C V2.0 using the small model. No problems were encountered. Then the C interface code was compiled using the small model of CI C86. Since the only linkage between the C code and the rest of the interface is through one function, which passes the function parameters to the VSI system (this function is implemented in assembly language), the assembly language interface had to be reassembled. Because the assembly language interface is similar in Lattice C and CI C86, only the group and segment names in the supplied source needed to be changed to conform to their respective conventions. Once these two steps were done, my test programs were compiled and linked with CI C86, and they worked as before except for differences in the two C's I/O code. No changes were required in the VSI code. The steps were simple and took little time to complete. Thus, the VSI system appears to be quite portable among C compilers.

### Conclusion

If you will be writing a windowing application, seriously consider VSI. It is fast, easy to use, and full of capabilities, and it seems to be bug free.

### The Fancy Font System, Version 2.0

**Company:** SoftCraft, Inc., 222 State Street, Madison, WI 53703 (606) 257-3300

**Price:** \$180

**Computer:** CP/M, Apple CP/M, IBM PC, Osborne, Kaypro, Victor 900, Epson QX-10 computers and Epson MX,FX, RX, Gemini 10X, IBM Graphics Printer, Riteman Inforunner, TI 855/850, or C. Itoh and NEC8023 (IBM only) printers

**Circle Reader Service No. 133**

**Reviewed by David D. Clark**

The Fancy Font System is a personal typesetting system for creating nicely printed documents using a personal

computer and a dot matrix printer. It uses the high-resolution graphics capabilities of popular printers to produce high quality printing. You can mix different font styles, sizes, and special symbols in the same document. You can use the fonts supplied or create and customize your own alphabets and special symbols.

The Fancy Font System can no longer be considered a new product; you have surely seen the advertisements by now. I've had a copy for over a year. I originally bought version 1.7 of the system, and frankly it was a pain to use. It did produce beautiful print but only after a lot of work. The purpose of this article is to review the updated system. The new version 2.0 is a real improvement. It is much easier to use, has lots of additional options and controls, includes improved documentation, and is available on more computers and printers. If you have an Epson FX-80 printer, the news is even better: it produces even higher quality print.

### System Contents

What you get depends on the computer and printer you use. I have a CP/M 2.2-based system with an Epson FX-80 printer. My update from version 1.7 consisted of a new user manual, a quick reference card, and two disks containing the font printing, editing, and creating programs as well as a number of fonts and the Hershey character data base. Also included were files to automatically create some additional fonts that would not fit on the disks.

Besides the standard fonts supplied with the system, SoftCraft is building a font library from which it will sell additional fonts. They are actively soliciting users to submit any fonts that they may have developed themselves. The company also puts out a periodic newsletter informing users of new developments and tips on using the system.

### Documentation

The user manual and quick reference card are excellent examples of some of the capabilities of the system: they were printed with Fancy Font. They are very pleasant to the eye, besides containing well-written documentation for the system.

The manual starts with an introduction followed by three large sections,

# C

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one for each of the three programs, and a number of appendices. The documentation follows the same format for each program. Each section starts with an introduction outlining the purpose and use of the program. After the generalities are taken care of, the manual describes the commands in detail, devoting one or more pages to each. The detailed descriptions consist of usage instructions, examples, and notes. Depending on the command, there may also be sections on default values, legal values, errors, and suggestions.

The appendices contain a glossary, font descriptions and samples, hints for using Fancy Font with word processors, a summary of error messages, a description of the distribution files, a print-out of the Hershey data base, a description of data file formats, the ASCII character set, and a parameter and command summary. The quick reference card is keyed to the manual by page number; if the card doesn't give you all the information you want, it is simple to look it up.

### **Pfont**

Pfont, the printing program, is the program you will probably use most often. Before using Pfont, you must use your word processor or text editor to create a file containing embedded Pfont formatting commands. Then you start Pfont and set up the printing parameters.

There are 27 embedded formatting commands, usually with several variations available for each one. They control things like font selection, horizontal and vertical movement, underlining, justification, word wrap, indentation, paging, centering, and so on. In general, you use the formatting commands the same way you would in a powerful word processor. Pfont is more advanced than a typical word processor in some ways but more primitive in others. For example, how many word processors can you tell to switch from an 8-point font to a 40-point font or to move backwards up the page 2.63 cm before printing the next line? On the other hand, it's pretty tough to create a five-line page header with Pfont.

Once you have prepared the text file containing the formatting commands, Pfont is executed to print the file. Before printing begins, you have the opportunity to enter a number of printing

parameters. About 30 printing parameters control things like print quality (and speed), number of copies, line width, margins, first and last page to be printed, pause after each page, page length, and so on. You are required to enter only the names of the files to be printed and the names of the fonts to be used during printing; all of the other parameters have reasonable default values. The parameters can be entered interactively or retrieved from a parameter file.

Because of the relatively heavy use Pfont will receive relative to the other two programs, it has been constructed with a powerful user interface. You can obtain help with individual parameters and review the settings of all parameters.

Once printing has started, another group of commands becomes active. These commands will immediately stop printing, skip to the next page, skip to the next file, pause after the current page, or allow the user to change the draft mode.

### **Efont**

Efont is the font editing program. It can be used to alter existing fonts or to create new ones from scratch. Of the three programs, this one is probably the most difficult to use—not because of inherent problems in the program but because the mechanics involved in editing a font can become quite involved.

The fundamentals of the process involve loading a font, creating expanded versions of some characters in a group of ASCII text files, editing those files, replacing elements of a font with the edited version, and saving the altered font. It is also possible to create characters from scratch by creating an ASCII text file of the proper type and using the "replace" command for an otherwise empty font file. Additional commands print characters, alter font information, move a character set up or down (to create super- and subscripts, for example), modify the margins for a set of characters, and so on.

When a particular character or range of characters is to be edited, the program will create a series of ASCII text files, one for each character, that contain a line of information about the character (the left and right margins and a value related to the height of the

character) followed by the actual character represented as asterisks. One asterisk in the text file represents one pin strike in the finished character. To alter a character, you must exit the Efont program and use a text editor to add, delete, or move asterisks around and to make appropriate changes to the information line. When the changes are complete, the Efont program is entered again to read the altered text file and create an internal character representation from it.

It is sometimes difficult to get a good feel for how the finished character will look: the aspect ratio of the text file is different than the aspect ratio in the printed character. By aspect ratio I mean the ratio of horizontal to vertical elements in a unit square. For example, when Pfont is used to print a character on my printer, there are up to 240 horizontal positions by 216 vertical positions per square inch; 240/216 yields an aspect ratio of about 1.11. However, on my terminal that same square inch can have about nine horizontal elements and four vertical elements, giving an aspect ratio of 2.25. Because of this difference in aspect ratios, the character in its text file representation always looks taller and thinner than it will look when printed.

In practice, it is not difficult to make simple changes to only a few characters. An example in the user manual runs through the process of adding a tilde to an *n*. It is a fairly simple process and well explained. As your editing needs become more complex, it will be necessary to learn some technical aspects of the data representations and conventions used for character fonts. Most users, however, will probably never need to use this program.

### **Cfont**

Cfont is used in conjunction with the Hershey character data base to create new fonts and special symbols. The Hershey data base was created by Alan V. Hershey for the National Bureau of Standards. Besides various styles and sizes of Roman alphabets, it contains old English styles, Greek alphabets of different sizes, and even the Cyrillic (Russian) alphabet. There are also a number of special symbols and graphics from mathematics, music, and who knows where else.



Creating a font from the Hershey data base is well described in the manual and really very easy. It consists of creating a mapping between the number of a character in the data base and a corresponding ASCII number. Then you supply Cfont with scale factors that determine the size of the font created and a baseline—almost always a seven for technical reasons explained in the manual. The process can be performed interactively, or you can create a file of mappings. Examples of both methods are provided. My disk came with map files and a submit file to automatically create three sizes each of a script font and an old English font.

### General Impressions

With any complicated program, you can usually expect some problems. I found one, but I'm not sure about it. When I updated my system from version 1.7 to 2.0, a font conversion utility was provided to create fonts from my old fonts that would be compatible with the new version. The copy of the program I got didn't work correctly when parameters were supplied from the command line. I bashed a couple of files this way before switching to the interactive mode. Then things worked fine. I don't know if the problem was with the program or just with my copy, but since it worked correctly in the interactive mode, I didn't bother to get a new copy from SoftCraft.

The biggest drawback to Fancy Font is speed. Although it prints beautifully, it prints slowly. This isn't really a problem with the program, though; it's a limitation of the printer. The program uses the graphics capabilities of the printer, driving it as fast as the printer can run. In the highest quality print mode on an FX-80 printer, the program makes at least six passes over a line of text, usually more, depending on the size of the letters. It can take quite a while to print out a page. Versions configured to the Toshiba 1350 or Epson LQ-1500 can print in one pass according to the manual and, I presume, would be faster. (Although the Toshiba and LQ-1500 printers are not mentioned in the advertising, they are discussed in the user manual. You should probably call SoftCraft to find out if versions for those printers are available.)

Another difficulty on my system is the size of the font files. When Pfont prints a file, it loads as many fonts as it can into main memory and reads pieces of the rest from disk as it needs them. My 64K CP/M system usually has room to keep only one font in memory. My disks, however, are fast enough to just about keep up with the printer when Pfont is reading font information from the disk. On systems with slower disks, I have seen the print speed decrease dramatically. For printing rough drafts, the selection can be changed so that all of the information in a font file need not be read in. On IBM systems with larger memories or on systems that use a printer with lower resolution than the FX-80, this may not be a problem.

This program produces very nice print, but in general it is not quite as good as that produced by a daisy-wheel printer. On my printer, the horizontal resolution is 240 dpi (dots per inch) with a vertical resolution of 216 dpi. Although human eyes have a resolution of over 1000 dpi under favorable circumstances, ink on paper usually cannot be resolved that finely. On relatively rough paper, such as that used in computer printers as opposed to that used to print *Scientific American*, the highest resolution appears to be about 400 – 500 dpi. Fancy Font approaches this resolution but can't quite achieve it. This is most noticeable on light-weight diagonal strokes. On vertical and horizontal strokes, the printed image is perfect, as you might expect; the individual pin strikes cannot be discerned. One method to overcome the resolution limits of the printer is to print the text larger than desired then reduce the image. The user manual, which was created this way, looks good. The justified, proportionally spaced output of the program looks better to my eye than that produced by most word processors with daisy-wheel printers. Using Fancy Font is also considerably more fun.

In summary, the program produces good output and works reliably. Except for the glitch with the font conversion utility, I have never had a problem with the system. The new additions made to version 2.0 make the system considerably more flexible and easy to use.

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## **The C Programming Tutor**

by **Leon A. Wortman** and

**Thomas O. Sidebottom**

Published by **Robert J. Brady Co.**

**274 pages, paperback**

Reviewed by **Ian Ashdown**

This is most decidedly not your average book on the C programming language. While the authors follow the usual format of explaining the features of the language with examples, it is the examples that set this book apart from all others.

Kernighan & Ritchie in *The C Programming Language* (Prentice-Hall) may have set the stage for *The C Programming Tutor* through their own examples. These included a fully functional word frequency utility using binary trees and a very elegant demonstration of recursion. Wortman and Sidebottom, however, have taken the concept of instructive examples one giant step further by presenting nontrivial and useful programs to demonstrate C. They explain each feature of the language in the context of an overall program rather than as an isolated example.

To be more specific, these programs include (in order of appearance and complexity) a simple calculator, a histogram generation utility, a file encryption program, a printer configuration utility, three text readability analyzers, a word frequency analyzer, a C program cross-reference listing utility, and a chart generator for C program function calls. By the time the authors get around to presenting the function call chart generator, they have interspersed the text with some very complex C code. It is all explained in detail, however, so that you can understand and learn from the listings as you key them into your computer.

The book comprises two parts: "Tutorial" and "Useful Programs." The tu-

torial takes you by the hand through the usual programming examples to demonstrate the various features of the language—but with a firm emphasis on solving problems. Each example is stated first as a problem with the solution blocked out in English-language statements. The following text then shows how you can implement these statements in C. Very much in the spirit of C, the authors use the resultant functions later for the solution of more complex problems. As more interesting features of C are discussed, many of the functions are progressively rewritten to include them.

I should say here and now that I do not recommend *The C Programming Tutor* as a first and only guide to learning the C language. Learning how to program in C is not particularly easy, and the fast pace of this book is likely to leave the novice confused and frustrated. Learn C from a book like Jack Purdum's *C Programming Guide* (Que Corp.) then use this book to polish your skills.

Since this book teaches C by way of programming examples, I also do not recommend it as a reference guide to the language. While most of C is described in detail, the information is subordinate to the programs. Unless you read the book from cover to cover, you will have a hard time trying to find specific information about some of C's features. As an example, looking up "#define" tells you only that it is a compiler directive used for defining constants. You have to know already about its macro capabilities to realize that the index entry for "code macros—expanding the macro" is an important related topic.

One nice touch is the ongoing discussion of various C compilers, including both Unix and microcomputer implementations. While C is nominally "the" transportable compiler, every

compiler writer seems to have his or her own ideas about compatibility. The authors frequently warn you that your particular compiler, especially microcomputer versions, may not support the feature currently under discussion.

The chapter on strings, whimsically named "Things Called Strings," presents a bonus: complete implementations of `strlen`, `strcpy`, `strcat`, `strcmp`, and `index`. A recent trend among the companies distributing C compilers is to sell the source code to the standard library functions at additional cost, if at all. This is most unfortunate, for this code is an invaluable resource when it comes to learning the language and writing variations of these functions. While there are many more functions in the standard library, the code presented is nonetheless instructive.

"Things Called Strings" also presents the source code for a pattern-matching utility that finds a string in an ASCII file. While having nowhere near the power and flexibility of the Unix command `grep`, it is again instructive as a program example. With a bit of programming initiative, you could expand it into something quite useful.

The next chapter, entitled "Paths And Pointers," illustrates the interesting approach the authors have taken to this often confusing topic. *The C Programming Tutor* likens pointers to paths that lead to various places. Between this analogy and the illustrations, the mystery of pointers is clearly explained.

The tutorial part of the book ends with the histogram generation utility, version 10. Part Two, "Useful Programs," is a bit of a misnomer, for it covers such essential C language features as the preprocessor's macro capabilities (the preprocessor itself is never discussed), memory allocation, structures (in two pages!), initialization, typedefs, and buffering. Other features such as separate compilation



of modules, storage classes, pointers to functions, external functions, unions, and bit fields are ignored altogether.

If you know anything at all about C, you may think from the last statement that *The C Programming Tutor* is somewhat lacking as a tutorial on the language. The authors fully admit this—they did not intend for their book to cover every aspect of C. The purpose of *The C Programming Tutor* is to teach the reader how to program effectively in C, not to teach the language *per se*.

Five major programs are presented, ranging from EPSET, a simple utility program for configuring software-programmable dot matrix printers, to CALLS, which prints a chart of how functions in a C program call one another. (To be candid, CALLS is the reason I bought this book. It has proven useful as a debugging and documentation tool, well worth the price of the book in itself.)

Three versions of a text analysis program are given. One is an extended version of the Unix command `wc` (word count) that counts the number of characters, words, lines, and sentences in a file. The second version applies a definitive “readability” formula from Rudolf Flesch’s *The Art of Readable Writing* (Harper & Row) that uses the count of words, average sentence length, syllable count, names, and personal pronouns to determine the ease of reading and human interest content of a body of text.

The third version uses the same formula but optimizes its performance by substituting a hash search method for the linear method used in the second version. The discussion on hashing is very instructive and produces some interesting code that can be adapted for use in many other programs.

The next program is the word frequency analyzer WFREQ. While of some interest, this program is eclipsed by Kernighan & Ritchie’s version in *The C Programming Language*. The inherent sorting of words performed by their recursive transversal of a binary tree is far more interesting than the hash table entry and shell sort methods used here. (With the power of recursion available in C, Wortman and Sidebottom did not bother to discuss Quicksort . . . Shame!)

XREF is a C program cross-reference listing utility that reads a file of C source code, adds line numbers, and makes an alphabetically sorted list of all the names (tokens) used in the file, along with a record of the line numbers associated with each name. Apart from its obvious usefulness in debugging and documenting other C programs, XREF affords the authors a chance to discuss such topics as linked lists and compound data structures. The code itself is quite complex but well documented. As with the text analysis programs, some of the developed functions are useful in their own right.

Finally, there is CALLS. As stated earlier, this program is the reason I bought *The C Programming Tutor*. In operation, CALLS scans a C source code file looking for functions. When it finds one, it scans the body of the function for calls made to other functions. When it has done this for all functions, a chart is printed showing the functions in their order of occurrence. Function calls are indicated by indenting the names, recursive functions are identified, and repetitively called functions have their first occurrences referenced by line number. A key advantage of the call chart output is that it is a graphic display of the program structure.

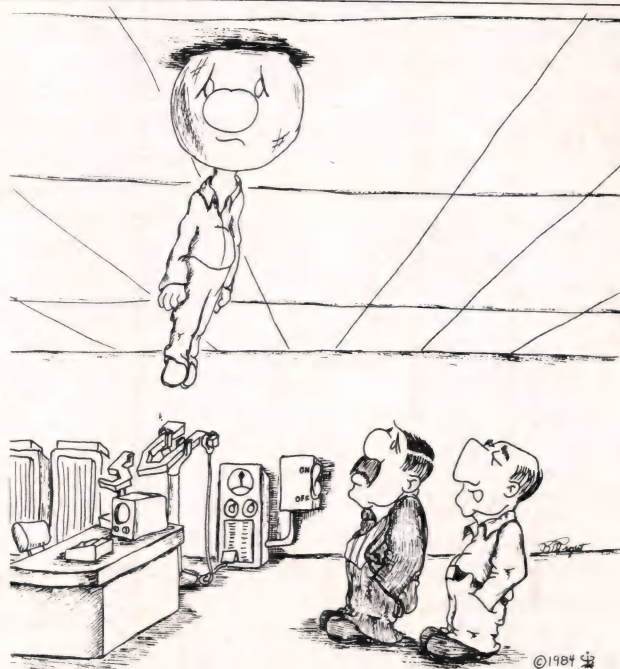
The book finishes with four appendices. Appendix A discusses the various

C compilers available (as of July 1983) for CP/M-80, CP/M-86, and MSDOS. The information presented is interesting but was already out of date by the time the book was published. Only one thing remains constant in the world of microcomputer C compilers: they will all undergo continual improvement until they are fully compatible with their Unix brethren.

The remaining three appendices discuss the C header files `ctype.h` and `math.h`. The source code is given for `ctype.h`, which defines the character classification and conversion functions (`isascii`, `isctrl`, `toascii`, etc.) of C’s standard library. The source code is also given for `math.h`, but the transcendental functions are declared as “external.” The authors simply note that if a compiler supports float and double data types but does not provide mathematical functions, an experienced programmer can write them in C and declare them using `math.h`.

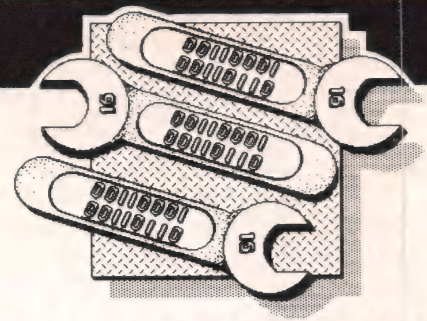
Conclusion? If you program in C, buy this book for CALLS and XREF alone. The rest of the book will be of varying usefulness and interest to different people, but most will learn and profit from reading it.

DDJ



HE WAS WORKING ON A NEW CONCEPT IN BUBBLE MEMORY WHEN THINGS GOT OUT OF HAND.





by Ray Duncan

## PCDOS version 3.0

Along with the recently announced PC/AT computer, IBM announced release 3.0 of PCDOS. Together with a bad case of bloat (version 3.0 occupies some 48 kilobytes of memory on a PC/AT with hard disk), the new release of PCDOS included a number of additional or modified function calls compared to version 2. Since the DOS Technical Manual is still a very scarce commodity, I will provide an overview of the significant changes in this month's column.

One of the most interesting features of the release of PCDOS 3.0 is the virtual disappearance of its originator, Microsoft, into the background noise. In fact, the word 'Microsoft' doesn't appear at all in sign-on messages or the various DOS manuals, and can be found only in very small print on the diskette label. Although IBM never discusses its future product plans, still, if you were in charge of the Entry Systems Division and you saw Bill Gates on television advertising the Macintosh, what would you be motivated to do? More on this subject later, but reflect on the fact that TopView is a high-performance, windowing environment that completely hides PCDOS and has been earmarked as an IBM "Strategic Product," and you may get an idea which way the wind is blowing.

But back to the new software. The Critical Error Handler interrupt (Int 24H) has been slightly modified, with the addition of some new status information passed in AH and a new DOS response upon return (the application can ask for the offending system call to be "failed" as well as just ignore, retry, or terminate the program). The documentation on how to field the critical error interrupt, which was rather sketchy before, is still somewhat cryptic, but has been expanded to the point

of being comprehensible.

Interrupt 2FH is new, and is essentially an interface between application software and the print spooler. A user program can add files to the print queue, cancel files, or examine the spooler's list of waiting files.

Under the general heading of Interrupt 21H (DOS function calls), the following three functions were modified:

Function 38H (Get or Set Country Information) was radically expanded: first, with the ability to set a country code as well as to interrogate it; next, with the capacity for more than 255 country codes; and last, with much more information passed back in the data block regarding country specific delimiters and formats.

Function 3DH (Open File) was enhanced to support both multi-tasking and networking. When a file is opened, the application can specify whether it will be "inherited" by a child process running in the same network node, and whether it can be "shared" (i.e. independently opened) by another task running in the same or another network node.

Function 44H (I/O Device Control) has two new capabilities: to interrogate whether a particular block device has removable media, and to set the number of retries and the delay between retries for "file sharing conflicts."

There are also five completely new documented function calls for Interrupt 21H:

Function 59H (Get Extended Error) can be called by an application after an error code is returned by some other function to get more detailed information about the

failure, the class of failure (temporary, system internal, hardware, etc.), and the recommended response for the application (retry, delay and retry, abort, etc.)

Function 5AH (Create Temporary File) is passed a path string by the application, generates a unique filename string, creates the file in the specified subdirectory, and returns a complete path and file specification string. The file can then be opened by the application and used in any way desired. The file is not deleted automatically when the application terminates.

Function 5BH (Create File) is exactly like the DOS 2.0 function 3CH (Create File), except that it will fail if the file already exists. Function 3CH, on the other hand, truncates a previously existing file by the same name to zero length, then returns a success code.

Function 5CH (Lock/Unlock File Access) provides a general mechanism for a task to gain exclusive access to a region of a file, even if the file is being shared with other tasks.

Function 62H (Get Program Segment Prefix Address) is self-explanatory. This will be handy for writers of EXE-type programs.

With release 3.0 of PCDOS, it is indeed clear that this operating system is going to continue to get more and more complex and powerful, even if it (or its descendent) is eventually completely submerged in TopView or some other IBM-proprietary shell. I suggest that the following guidelines for "well-behaved" applications will make the programmer's life easier in the brave new world of multi-tasking and networking that is nigh upon us:

- Use the Extended File functions



(3CH-42H) to open, close, read, and write files, rather than the old "FCB" type calls which were cloned from CP/M. The extended functions are more powerful, have better error reporting, and support the hierarchical file structure and file sharing.

- Use the Modify Allocated Memory Blocks call to release any memory that is not required by the application program. In the same vein, be sure to examine the program segment prefix to find the amount of memory allocated to your application, and do not access memory outside those bounds (even if you can establish that more memory is physically present).

- Don't access the interrupt vectors directly; use the DOS function calls 25H and 35H to set and get the contents of interrupt vectors respectively. This has implications for TopView as well as for the 80286 in the PC/AT, which can support multiple tables of interrupt vectors in protected mode.

- When your program gets control, use function 30H to get the DOS function number. If your program is running under DOS 3.x, interrogate the extended error codes (function 59H) when a DOS function fails to get more detailed information and the suggested action. In any case, employ the critical error handler interrupt capabilities to make your program more forgiving of hardware errors.

- Use the Exec call to spawn other tasks or load overlays; don't try to set up Program Segment Prefixes yourself.

- Write directly to the video buffer if you must, but perform all mode changes through calls to the ROM BIOS. Cause all video code to access a variable that contains the buffer segment address. This will make modification of a program for operation under TopView (where a "shadow buffer" is assigned) much simpler.

- If writing to a standard device or a file, send strings rather than single characters whenever possible. Take advantage of the buffering and fast transfer logic written into the DOS drivers. Conversely, don't waste your program's resources on internal blocking and deblocking of records or characters when the DOS is already imposing multiple layers of buffering between you and the device.

- Before exiting the application, be

careful to close all file control blocks and/or handles. If regions of a file have been locked, unlock them before closing the file.

- Terminate your program with a return code via function 4CH of Interrupt 21H, rather than the previously accepted mechanism of function 0 or Int 20H. The return code can be interrogated by the invoking process or by the batch subcommands IF and ERRORLEVEL.

- If writing a resident driver, use Interrupt 21H Function 31H to terminate and stay resident, rather than the pre-

viously approved Interrupt 27H. This allows for return information to be passed, and also for resident programs larger than 64 kilobytes.

## Graphics Routines for the IBM PC

Bruce A. Smith writes: "Enclosed is an 8088 assembly listing of a high performance line drawing and point plotting routine for the IBM PC or PCjr. These routines were written for utilization in application programs that I am devel-

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oping in 'C'. I wish to encourage the integration of graphics in software and I thought these two fast 'nuts and bolts' plotting routines were worth sharing with your readers.

"Listing One (page 110) contains the two procedures to plot a point or draw a line on the medium resolution screen of the PC. The line drawing routine uses self-modifying code. They are both written to OR the color bits onto the screen. The line drawing routine is approximately three times faster than the one listed in Morgan's *Bluebook of Assembly Routines for the IBM PC & XT*. It is also three times faster than the line drawing routine used in the ROM Basic on the PCjr. The point plotting routine is a little more difficult to compare, because the overhead of the call and the computation for the next point become significant. In performance tests, it plotted points half again as fast

as the routine in Morgan's book, and in spite of the overhead, it performed four times faster than the ROM BIOS point plotting routines.

"Listing Two (page 122) is a 'C' program which illustrates use of these routines from a high level language." Interested readers can contact Bruce Smith at 305 E. Edgewood Blvd., Apt. 5, Lansing, MI 48910.

The line drawing routine sent by Mr. Smith employs Bresenham's Algorithm, which is particularly well suited to microcomputer graphics routines because it has a simple inner loop and uses only integer arithmetic. It was first published by J. E. Bresenham in the article "Algorithm for Computer Control of Digital Plotters," *IBM Systems Journal*, 4 (1) 1965, pages 25 - 30.

Those of you delving into graphics on any microcomputer will find the fol-

lowing two books to be invaluable:

*Fundamentals of Interactive Computer Graphics*, by J. D. Foley and A. Van Dam, Addison-Wesley, 1982. This book is the standard by which all future graphics texts will be measured. Incidentally, it contains a nice explanation of the Bresenham algorithm on pages 433 - 436. on pages 433 - 436.

*Applied Concepts in Microcomputer Graphics*, by Bruce A. Artwick (author of the IBM PC Flight Simulator program), Prentice Hall, 1984. No-nonsense, practical advice from a guy who has done it all.

DDJ

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## 16-Bit (Text begins on page 108)

### Listing One

PAGE 255,132

```

;-----
;
; Plot Point or Draw Line on IBM Color Graphics Adaptor
;
; "orline.asm"
; "orpt.asm"
;
; written by Bruce A. Smith 7/24/84
;-----
;
DGROUP GROUP DATA
DATA SEGMENT WORD PUBLIC 'DATA'
ASSUME DS:DGROUP
PUBLIC COLOR,X1,X2,Y1,Y2

;
; the order and type of declaration is important here
;
y2 dw 0
x2 dw 0
y1 dw 0
x1 dw 0
color db 0

; color = color * 4 + 1, color 0 == mask
;
ctableh db 03Fh,0CFh,0F3h,0FCh
db 040h,010h,004h,001h
db 080h,020h,008h,002h
db 0C0h,030h,00Ch,003h

;
fakedw = 1000h
;
DATA ENDS
;
;-----
;

```

(Continued on page 112)



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# Listing One

```

PGROUP  GROUP  PROG
PROG    SEGMENT BYTE PUBLIC 'PROG'
        PUBLIC  ORLINE,ORPT
        ASSUME  CS:PGROUP
;
;-----
;
;   orline.asm
;
;-----
;
; ROUTINE TO OR A LINE ONTO MEDIUM RESOLUTION SCREEN
;
; uses Bresenham's algorithm
;
orline  proc      near
        push      bp                ; save calling bp
                                   ; only reg needed to save for 'C'
        push      ds                ; save ds
; -----
; get x & y values
        mov       si,OFFSET y2     ; addr y2
        lodsw
        xchg      ax,dx             ; dx = y2
        lodsw
        xchg      ax,di             ; di = x2
        lodsw
        xchg      ax,cx             ; cx = y1
        lodsw
        mov       bx,si             ; bx = addr color
        xchg      ax,si             ; si = x1
;
        cmp       si,di             ; cmp x1,x2
        jle       swapxy            ; skip if (x1<=x2)
        xchg      cx,dx             ; (x1>x2): swap y1,y2
        xchg      si,di             ; swap x1,x2
swapxy:
;
;   .....
;   |           H           |           L           |
;-----
; ax |           |           |           |
;-----
; bx |           |           |           |
;-----
; cx |           0           |           y1          |
;-----
; dx |           0           |           y2          |
;-----
; si |           |           |           x1          |
;-----
; di |           |           |           x2          |
;-----
; bp |           |           |           |
;-----
;
;
; ch = deldy = (y1>y2) ? -80 : 80
; dx = |y2-y1|
        sub       dx,cx             ; y2-y1
        mov       al,80             ; deldy = 80
        jge       ydown             ; skip if (y1<=y2)
        neg       dx                 ; |y2-y1|
        neg       al                 ; deldy = -1
ydown:
        sub       di,si             ; x2-x1
; di = |x2-x1|
;

```

(Continued on page 115)



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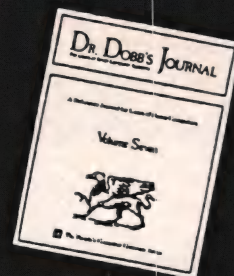
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## Vol. 7 1982

In 1982 we introduced several significant pieces of software, including the RED text editor and the Runic extensible compiler, and we continued to publish utility programs and useful algorithms. Two new columns, The CP/M Exchange and The 16-Bit Software Toolbox, were launched, and we devoted special issues to FORTH and telecommunications. Resident Intern Dave Cortesi supplied a year of "Clinic" columns while delivering his famous review of JRT Pascal and writing the first serious technical comparison of CP/M-86 and MSDOS. This was also the year we began looking forward to today's generation of microprocessors and operating systems, publishing software for the Motorola 68000 and the Zilog Z8000 as well as Unix code. And in December, we looked beyond, in the provocative essay, "Fifth-generation Computers."

## Vol. 1 1976

The material brought together in this volume chronicles the development in 1976 of Tiny BASIC as an alternative to the "finger blistering," front-panel, machine-language programming which was then the only way to do things. This is always pertinent for bit crunching and byte saving, language design theory, home-brew computer construction and the technical history of personal computing.

Topics include: Tiny BASIC, the [very] first word on CP/M, Speech Synthesis, Floating Point Routines, Timer Routines, Building an IMSAI, and more.

## Vol. 2 1977

1977 found DDJ still on the forefront. These issues offer refinements of Tiny BASIC, plus then state-of-the-art utilities, the advent of PILOT for microcomputers and a great deal of material centering around the Intel 8080, including a complete operating system. Products just becoming available for reviews were the H-8, KIM-1, MITS BASIC, Poly Basic, and NIBL.

Articles are about Lawrence Livermore Lab's BASIC, Alpha-Micro, String Handling, Cyphers, High Speed Interaction, I/O, Tiny Pilot & Turtle Graphics, many utilities, and even more.

## Vol. 3 1978

The microcomputer industry entered its adolescence in 1978. This volume brings together the issues which began dealing with the 6502, with mass-market machines and languages to match. The authors began speaking more in terms of technique, rather than of specific implementations; because of this, they were able to continue laying the groundwork industry would follow. These articles relate very closely to what is generally available today.

Languages covered in depth were SAM76, Pilot, Pascal, and Lisp, in addition to RAM Testers, S-100 Bus Standard Proposal, Disassemblers, Editors, and much, much more.

## Vol. 4 1979

This volume heralds a wider interest in telecommunications, in algorithms, and in faster, more powerful utilities and languages. Innovation is still present in every page, and more attention is paid to the best ways to use the processors which have proven longevity—primarily the 8080/Z80, 6502, and 6800. The subject matter is invaluable both as a learning tool and as a frequent source of reference.

Main subjects include: Programming Problems/Solutions, Pascal, Information Network Proposal, Floating Point Arithmetic, 8-bit to 16-bit Conversion, Pseudo-random Sequences, and Interfacing a Micro to a Mainframe—more than ever!

## Vol. 5 1980

All the ground-breaking issues from 1980 in one volume! Systems software reached a new level with the advent of CP/M, chronicled herein by Gary Kildall and others (DDJ's all-CP/M issue sold out within weeks of publication). Software portability became a topic of greater import, and DDJ published Ron Cain's immediately famous Small-C compiler—reprinted here in full!

Contents include: The Evolution of CP/M, a CP/M-Flavored C Interpreter, Ron Cain's C Compiler for the 8080, Further with Tiny BASIC, a Syntax-Oriented Compiler Writing Language, CP/M to UCSD Pascal File Conversion, Run-time Library for the Small-C Compiler and, as always, even more!

## Vol. 6 1981

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**Listing One**

```

; .....
; | H | L |
; -----
; ax | (y1>y2)? -80: 80 |
; -----
; bx | addr color |
; -----
; cx | 0 | y1 |
; -----
; dx | 0 | absdy = |y2-y1| |
; -----
; si | x1 |
; -----
; di | absdx = x2-x1 |
; -----
; bp |
; -----
;
;
; cmp di,dx ; absdx,absdy
; lahf
; jnl minmax ; skip if (absdx>absdy)
; xchg di,dx
minmax:
; dx = dmin
; di = dmax
;
; .....
; | H | L |
; -----
; ax | flags absdx,absdy | deldy
; -----
; bx | addr color |
; -----
; cx | 0 | y1 |
; -----
; dx | 0 | dmin |
; -----
; si | x1 |
; -----
; di | dmax |
; -----
; bp |
; -----
;
;
; xchg ax,bp ; bp=flags(absdx,absdy) & deldy
;
; ROUTINE TO FIND INITIAL Y-ADDR, X-ADDR, AND ROTATED COLOR
;
; multiply y-coord by bytes per row and adjust for even/odd lines
; ror cl,1 ; adjust odd/even
; mov ax,cx ; ax = cx = adj y-coord
; and al,7Fh ; page mask
; sal cx,1 ; times 2
; sal cx,1 ; times 4
; add cx,ax ; y-coord times 5
; sal cx,1 ; times 10
; sal cx,1 ; times 20
; sal cx,1 ; times 40
; sal cx,1 ; times 80
;
; .....
; | H | L |
; -----
; ax | 0 |
; -----

```

```

al=80
dx-cx = y2-y1
if neg (y1>y2)
    neg dx = |y2-y1|
    al=-80
deldy = al
di-si
= |x2-x1|

```

```

if (absdx < absdy)
    cmp di,dx lahf
    jnl -
    swap(absdx,absdy)
    xchg di,dx
-:

```

(Continued on next page)



# Listing One

```

; bx |          addr color = addr ctableh-1          |
;-----|-----|-----|
; cx |          y-addr          |
;-----|-----|-----|
; dx |          0          |          dmin          |
;-----|-----|-----|
; si |          x1          |
;-----|-----|-----|
; di |          dmax          |
;-----|-----|-----|
; bp | flags absdx,absdy |          deldy          |
;-----|-----|-----|
;
;
; compute the rotated mask and color
; bx = ctableh-1 = addr color
      mov     al,3          ; pixel position mask
      and     ax,si         ; just the bit count into the index
      add     al,[bx]       ; pixel position + color (* 4 + 1)
      xlat          ; look up the masks al=[al+bx]
;
      mov     bx,0B800H     ; disp seg base addr
      mov     ds,bx        ; ds = display base addr
;
; al = rotated color
; cx = y-addr offset
; ds = display addr
;
; .....|.....|.....|
; |          H          |          L          |
;-----|-----|-----|
; ax |          0          |          rotated color          |
;-----|-----|-----|
; bx |          |          |
;-----|-----|-----|
; cx |          y-addr          |
;-----|-----|-----|
; dx |          0          |          dmin          |
;-----|-----|-----|
; si |          x1          |
;-----|-----|-----|
; di |          dmax          |
;-----|-----|-----|
; bp | flags absdx,absdy |          deldy          |
;-----|-----|-----|
;
;
      sal     dx,1          ; dx = delse = dmin * 2
      xchg    cx,di         ; cx = dmax, di = y-addr
      xchg    ax,dx         ; ax=delse, dx=rotated color
      xchg    ax,bp         ; ax=flags(absdx,absdy), bp=delse
;
; .....|.....|.....|
; |          H          |          L          |
;-----|-----|-----|
; ax | flags absdx,absdy |          deldy          |
;-----|-----|-----|
; bx |          |          |
;-----|-----|-----|
; cx |          dmax          |
;-----|-----|-----|
; dx |          0          |          rotated color          |
;-----|-----|-----|
; si |          x1          |
;-----|-----|-----|
; di |          y-addr          |
;-----|-----|-----|
; bp |          dmin * 2 = delse          |
;-----|-----|-----|

```







**Listing One**

```

; dx | | rotated color |
;-----|
; si | | x value |
;-----|
; di | | y-addr |
;-----|
; bp | | error term |
;-----|
;
;
;      popf                ; cmp absdx,absdy
;      jns      delsx2      ; if (absdx>=absdy) goto delsx2
;
;-----|
; delsx = 0 (absdx < absdy)
;
;      or      [bx][di],dl  ; or disp with color (plot point)
;      jcxz    lineexit     ; quit when cx=0
;      or      bp,bp        ; set bp flags
;      jge     diagonal     ; if bp>=0 jmp
;
; case for straight move
straight:
;      xchg     ax,di        ; every other for page adj
delsy = $+1
;      add      ax,fakedw    ; ++y
;
;      or      [bx][di],dl  ; or disp with color (plot point)
;      dec     cx           ; --loop counter
;      jz      lineexit     ; quit when cx=0
;
; else = $+2
;      add      bp,fakedw    ; update error term
;      js      straight     ; if bp<0 goto straight
;
; case for diagonal move
diagonal:
;      inc     si           ; ++x value
;      mov     bx,si        ; bx = x value
;      sar     bx,1         ; bx = x addr offset
;
;      ror     dl,1         ; adjust color position
;      ror     dl,1
;
;      xchg     ax,di        ; every other for page adj
deldy = $+1
;      add      ax,fakedw    ; ++y
;
;      or      [bx][di],dl  ; or disp with color (plot point)
;      dec     cx           ; --loop counter
;      jz      lineexit     ; quit when cx=0
;
; delde = $+2
;      add      bp,fakedw    ; update error term
;      js      straight     ; if bp<0 goto straight
;      jmp     diagonal     ; if bp>=0 goto diagonal
;
;-----|
delsx2:
; delsx = 1 (absdx >= absdy)
;
;      or      [bx][di],dl  ; or disp with color (plot point)
;      jcxz    lineexit     ; quit when cx=0
;      or      bp,bp        ; set bp flags
;      jge     diagonal2    ; if bp>=0 jmp
;

```

(Continued on page 120)



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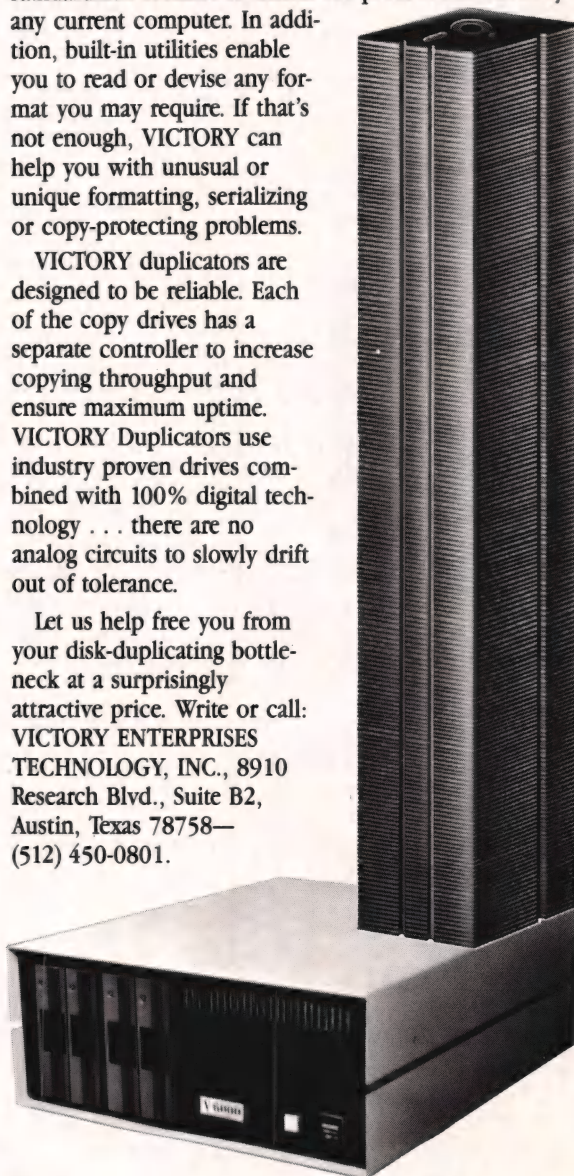
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**Listing One**

```

; case for straight move
straight2:
    inc     si             ; ++x value
    mov     bx,si          ; bx = x value
    sar     bx,1
    sar     bx,1           ; bx = x addr offset
;
    ror     dl,1           ; adjust color position
    ror     dl,1
;
    or      [bx][di],dl    ; or disp with color (plot point)
    dec     cx             ; --loop counter
    jz      lineexit       ; quit when cx=0
;
delse2 = $+2
    add     bp,fakedw      ; update error term
    js      straight2      ; if bp<0 goto straight
;
; case for diagonal move
diagonal2:
    inc     si             ; ++x value
    mov     bx,si          ; bx = x value
    sar     bx,1
    sar     bx,1           ; bx = x addr offset
;
    ror     dl,1           ; adjust color position
    ror     dl,1
;
    xchg    ax,di          ; every other for page adj
deldy2 = $+1
    add     ax,fakedw      ; ++y
;
    or      [bx][di],dl    ; or disp with color (plot point)
    dec     cx             ; --loop counter
    jz      lineexit       ; quit when cx=0
;
delde2 = $+2
    add     bp,fakedw      ; update error term
    js      straight2      ; if bp<0 goto straight
    jmp     diagonal2      ; if bp>=0 goto diagonal
;
; -----
lineexit:
    pop     ds             ; restore ds
    pop     bp             ; restore calling bp
    ret
;
orline endp
;
; -----
; orpt.asm
; -----
;
; ROUTINE TO OR A POINT ONTO MEDIUM RES COLOR SCREEN
;
orpt proc near
;
; get initial values for x and y
    mov     si,OFFSET y1   ; addr y1
    lodsw                   ; ax = y1
;
; multiply y-coord by bytes per row and adjust for even/odd lines
    ror     al,1           ; adjust odd/even
;
    mov     dx,0B87FH      ; disp addr and page mask

```

(Continued on page 122)



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**Listing One**

```

        and    dl,al          ; mask page bit, disp + y.coord
        sal    ax,1          ; times 32
        sal    ax,1          ; times 64
        add    dx,ax          ; addr disp seg + y-coord times 5 (80)
;
; compute x-coord address offset
        lodsw                     ; ax = x1
        mov    di,ax            ; get x-coordinate
        sar    di,1            ; divide
        sar    di,1            ; by 4
;
; compute the rotated mask and color
        and    al,3            ; just the bit count into the index
        add    al,[si]          ; pixel position + color (* 4 + 1)
        mov    bx,si           ; bx = ctableh - 1
        mov    si,ds           ; save ds
        xlat                    ; look up the masks al=[al+bx]
;
        mov    ds,dx           ; set seg to disp + y-addr
        or     [di],al         ; or the byte with the color
;
        mov    ds,si           ; restore ds
        ret
;
orpt    endp
;
;-----
;
PROG    ENDS
        END

```

End Listing One

**Listing Two**

```

/*
This is an example written in 'C' using the line drawing routine.
-- Bruce Smith.
*/

extern int x1,y1,x2,y2;
extern char color;

main()
{
    int incr=3;
    pcvsvm(4); /* color med res graphics */

    color=(2<<2)+1;

    x1=160; y1=100; x2=0; y2=0;

    for (; x2<319; x2+=incr) online(); /* draw line */
    x2=319;

    for (; y2<199; y2+=incr) online(); /* draw line */
    y2=199;

    for (; x2>0; x2-=incr) online(); /* draw line */
    x2=0;

    for (; y2>0; y2-=incr) online(); /* draw line */

    cget(); /* wait for keypress */

    pcvsvm(2); /* 80 col b & w */
}

```

End Listing Two



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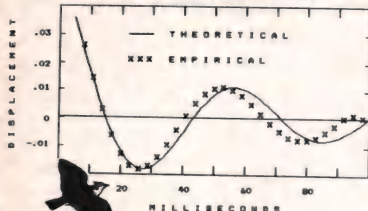
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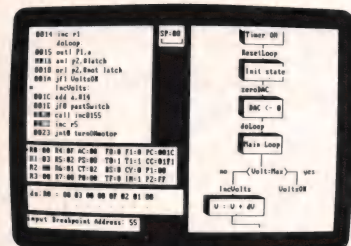


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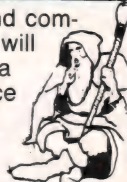
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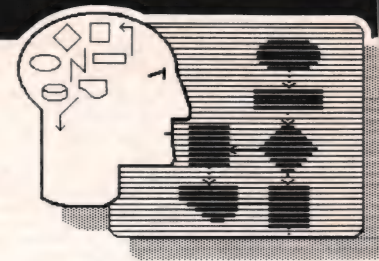
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by Michael Swaine

Tom Evslin and his company, Solutions Inc., have written seven programs for the Macintosh so far, including Dow Jones Straight Talk and Spreadsheet Link, Rags to Riches Payable and Receivables, and learning games for Que. Eighty percent of the company's development work is software for the Mac. As the first person in his company to do Mac development, Evslin has some opinions about what it's like to develop software for the machine named after a raincoat.

**Evslin:** As everyone has been saying, the Mac presents a bigger hurdle to software development than any past microcomputer. The vocabulary of capabilities represented by those utilities in ROM is powerful, but the Mac gives you no easy way to start using them. Traditionally, when you were going to write a program for an Apple computer, you started by getting into BASIC and writing a Hello program. Well, there's no way to do that on the Mac. There is no immediately obvious way to write to the screen, no obvious way to grab keyboard input. This was intentional; it forces you to get into and use that excellent interface. But at first, it's discouraging. But then there follows a period of euphoria. Each programmer on our team has gone through this depression, when there appear to be random events going on. Then the euphoria comes as he begins to learn how to make pulldown menus and scrollbars work.

**DDJ:** I'm sure that's a nice feeling, but what's the practical implication?

**Evslin:** Overall, you become a more productive software developer. You just wouldn't build that kind of user interface into every product if you had to do it from scratch every time. The Mac software environment puts that interface into every product for you.

**DDJ:** What problems do you run into in porting software into the Mac

environment?

**Evslin:** You don't port software to the Mac. Or we don't. Our products are all new code. We look at the old code; we have it to look at as we work; but what we write is all new code. You can't just translate software from another environment to the Mac; when you do, the result is a piece of junk.

**DDJ:** What kind of support do developers get from Apple in learning to work in the environment, learning to develop software for the machine? Is Mac college helpful?

**Evslin:** Apple runs a Mac college but until recently there was no Mac high school. There was no way to get there from here. Now there are a few people providing that level of training, but most people have had to get there by the school of hard knocks. Mark Ursino (formerly of Microsoft) is one of these teaching at the lower level; Mark has taught a Mac high school at Apple. That was helpful.

**DDJ:** The user documentation for the Mac is attractive and well organized, but I was a bit surprised when I first saw the pile of photocopied pages that make up the documentation a developer gets. Isn't that documentation a handicap?

**Evslin:** The lack of high-level, structured documentation has been a problem. Apple has given programmers one level of documentation, with no way to get an overview. You read the window management section and you will probably learn more than you would ever want to know about window management in the Mac environment, but there's no way to know, short of exhaustive search, if what you want to know about a particular point in window management is in the documentation.

**DDJ:** What about support?

**Evslin:** There are bugs, but few of them, considering all that is in the ROM. And there is developer support.

Not every programmer gets all the access to the developers that he wants when he wants it, but contrast this with IBM, where developers are just inaccessible. Right now, you can actually talk to the people who were involved in the development of the Mac software. You can get at the actual developers.

**DDJ:** Has it been a hindrance that you have to work on the Lisa?

**Evslin:** Having to do development on another machine is a barrier. It's not so bad for a company like ours, but it is difficult for somebody working in his basement to have to go out and buy another machine to develop software for the Mac.

**DDJ:** Do you think that the 512K Mac is going to make things easier for software developers?

**Evslin:** The 512K Mac will not be as great a boon to programmers as everyone thinks. Memory has been overrated as an aid to the developer. You don't have to build a user interface or do those other things the ROM routines do for you, so you have more of the RAM to use anyway. 128K is not terribly limiting. What's confusing is that the Mac memory management is hard to get used to. That's really where the problems lie, not in the amount of memory. The larger machine may in fact mask bugs more easily than the 128K machine. With the 128K, the heap gets reorganized fairly often. It's easy to write routines that depend on something being relocatable when in fact it's not. Then the heap gets reorganized and things get moved and you see an erratic, nonrepeatable bug. With 512K you may never see the bug crop up in beta test.

I was the first in our company to do development on the Mac and I saw all the others going through the learning process. Nowhere did anybody have as much trouble as in memory management. Where handles get allocated,



heap management. Hardest-to-track bugs.

**DDJ:** The predictions are that Jack Tramiel at Atari and everyone else will soon be bringing out Maclike machines, and the predictions seem likely to come true, more or less. What do you think we can expect from such machines?

**Evslin:** Those who are going for the low-cost market will opt for maximum compatibility with the Mac; those selling functionality will go for merely using the conceptual interface and will try to differentiate themselves in terms of functions. Both high and low levels of compatibility will emerge.

The Mac itself is poised to penetrate two new markets: people who would never have bought a computer before and the professional market. The former, for sure, as more software is developed that is fun. We will see not so much a fight with IBM for market share as an expansion of the market. Professionals, I'm not so convinced about, but as the so-called power software comes out, the opportunity will exist.

*[After we spoke, Apple leaked its current marketing plans: the Christmas "test drive a Mac" deal and the plan to go after corporate middle managers, leaning on the new Lotus product for the Mac, the planned Mac local-area network, a laser printer, and a telephone integrated into the machine. CEO John Sculley claimed that Apple has a two-year window for getting Macs on corporate desktops and said that the plan was not one that puts Apple on a collision course with IBM.]*

DDJ

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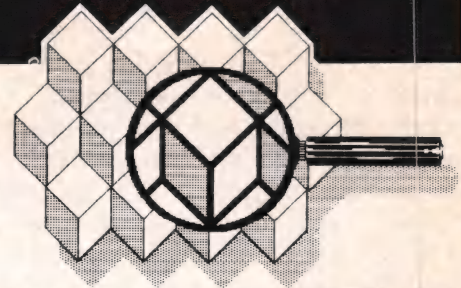
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by R. P. Sutherland

## Subliminal Software

New Life Institute has released software for the IBM PC and compatibles designed to reprogram the user's habits, behaviors, and personal beliefs. The program entitled **Subliminal Suggestions and Self Hypnosis Programs for Your Computer!** flashes user-chosen messages as a super-high-speed subliminal background on the screen. The subliminal messages can be used to reprogram the user's subconscious. The package includes separate programs for self-hypnosis and deep relaxation. The accompanying documentation contains a warning about possible misuses of subliminal technology. The "Subliminal Suggestions and Self Hypnosis" package retails for \$75.00. The programs are written in C with several assembly language routines. Contact New Life Institute, P.O. Box 2390, Santa Cruz, CA 95063 (408) 429-1122. **Reader Service No. 109.**

## Babel

The Babel that towers above Silicon Valley casts a shadow around the globe. A high-tech lingua franca could speed aspects of the microcomputer revolution, but diversity promotes creativity. If, by joining forces, the United States and Japan could produce the man-like machine that Turing predicted by the 21st century, one can't help but wonder if the present confusion is God's attempt to frustrate our progress.

I attended Gary Kildall's PC Faire presentation in San Francisco last year, in which he was supposed to prophesy the direction of the microcomputer industry over the next three years. Instead, he traced the development of microprocessors, memory, and input/output devices during the last

decade and limited any predictions to one year. Within a year, he said, programmers may assume that the standard business computer will have 3 megabytes of RAM, a CPU in the 80286 category or a 32-bit processor, and, thanks to laser disk technology, enough storage to contain the *Encyclopaedia Britannica*. All of this speed and power means that we are going to be able to get a lot more work out of the microcomputer. How? Kildall had the solution: a copy of Concurrent DOS, still in the shrink-wrap, which he offered to sell because, he said, he needed plane fare home. Concurrent DOS, like TopView, is a multitasking, windowed program to enhance MSDOS. Microsoft Windows, a similar product, has been delayed until June.

Kildall seemed most enthusiastic about **Virtual Device Interface (VDI)** technology. By raising the functionality of all devices to a common level, VDI allows one to create programs that are not at the mercy of technological leapfrogs. The VDI presents a general interface through which high-level programs can communicate with a wide variety of hardware. IBM, Digital Research Institute, and now Ashton-Tate are licensing GSS-Drivers from Graphic Software Systems. GSS-Drivers is an implementation of the American National Standards Institute's proposed VDI programming standard, joined with a library of device drivers, which permits input and output device independence. Graphic Software Systems is located at 25117 South West Parkway, Wilsonville, OR 97070. Contact: William Merchant (503) 682-1606.

Vertex Systems has announced **Apple-Turnover**, a board that gives IBM PCs the ability to read and write Apple-Dos 3.3 and Apple CP/M disks. Vertex Systems also has XenoCopy, a system

of programs to copy files between disks of different computers. I wanted to compare it to microVersal, a similar product that we have been using with mixed results, but Vertex was unable to part with a review copy. Apple-Turnover is priced at \$279.50 and XenoCopy by Fred Cisin is \$99.50 or \$149.50 for XenoCopy Plus, which permits writing to and formatting other disks. Vertex Systems, Inc., 6022 W. Pico Blvd., Los Angeles, CA 90035 (213) 938-0857. **Reader Service No. 105.**

CompuPro users may now run PCDOS at CompuPro speed. Computer House announces **PCPRO** version 2.4. PCPRO is IBM's PCDOS version 2.1 modified to operate on CompuPro letter series systems. The package includes INTERDOS, a CP/M to MSDOS transfer utility, and COFIGIO, an interactive I/O configurative utility. PCPRO: PCDOS for CompuPro costs \$395.00 from Computer House, 722 B Street, San Raphael, CA 94901 (415) 453-0865. **Reader Service No. 107.**

## Hardware

Logitech has applied infrared technology to the mouse and produced **the first cordless mouse** as a result of custom development work for Metaphor Computer Systems. Logitech Inc. is located at 805 Veterans Blvd., Redwood City, CA 94063 (415) 365-9852. **Reader Service No. 111.**

CompuPro has introduced a high-speed, low-power static RAM board compatible with both 8- and 16-bit processors. The **RAM 23** provides up to 128K of static RAM and operates at up to 12 MHz with 8086/8088/80286 CPUs. The RAM 23 has a suggested retail price of \$400.00 for the 64K version and \$775.00 for the 128K version. Contact Jeff Swartz, CompuPro, 3506 Breakwater Court, Hayward, CA



94545 (415) 786-0909. **Reader Service No. 115.**

Morrow has begun shipping a 10-pound battery-operated portable computer that operates under MSDOS and uses standard 5¼-inch floppy-disk drives. A 640K dual drive version is available for \$3,695.00. Standard features include: clock, built-in 300 baud modem, calculator, and word processor. The CPU is a CMOS 80C86. The **Pivot** is available from Morrow, 600 McCormick, San Leandro, CA 94577.

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## Miscellany

### Musical Software

**Tune Smith/PC** is the first software for musical composition for the IBM PC. Price: \$49.95 from Blackhawk Data Corporation, 307 N. Michigan

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### Disk Preventive Maintenance

**Disk P.M.** from Digital Pathways, Inc., performs preventive maintenance on hard and floppy disks for IBM PCs and compatibles. Disk P.M. diagnoses problems, automatically condenses hard or floppy disks, restores order, rebuilds damaged directories, recovers damaged files, locks out faulty areas, and copies system information to disks that refuse to boot. Retail price is \$49.95 from Digital Pathways, Inc., 1060 East Meadow Circle, Palo Alto, CA 94303. **Reader Service No. 121.**

### Public Domain Help Function

This software package provides full **on-screen help** for all PCDOS version 2.0 and 2.1 commands. The actual help text may be altered by the user. Copies are available for \$10.00 from Chris

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### TRS-80 Screen Dump

A high-resolution **screen dump utility** for TRS-80 Models I, II, III, and 4 allows users to dump the contents of a video screen, text and graphics, to an Epson or Gemini printer. The price is \$19.95, available from Softbyte Computing, Box 217, Wallingford, CT 06492 (203) 239-6923. **Reader Service No. 123.**

### Tools for Turbo Pascal

**Programming Tool Kit** by Paragon Courseware is a set of utilities for Turbo Pascal programmers. The kit includes a Window Package, a Function Evaluating Package, and a System Information Package. The Graphics Package has several procedures that draw various shapes such as triangles, parallelograms, other polygons, circles, and ellipses. The Tool Kit retails for \$49.95 from Paragon Courseware, 4954 Sun Valley Road, Del Mar, CA 92014 (619) 481-1477. **Reader Service No. 127.**

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DDJ

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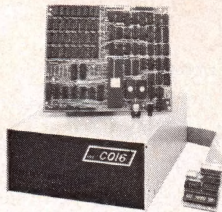


**COMPUTEREYES** is a low-cost video acquisition system for the Commodore 64 series. The product includes machine language image capture routines and image save-to-disk capability. **COMPUTEREYES** is the Commodore version of Digital Vision's video acqui-

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# "Despite the recent press notices, multiuser microcomputers aren't anything new!"

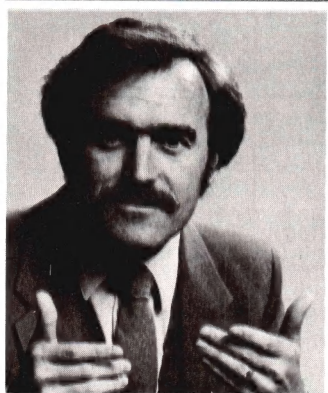
**This is the first in a series of discussions with Rod Coleman, President of Stride Micro (formerly Sage Computer) on the 68000 multiuser market and its current environment.**

**Q:** Why do you say that?

**RC:** "The technology to build a high performance multiuser system has been around for five years. And while some of the leaders in this industry have been pretending that micro multiuser didn't exist, we've been shipping complete systems for nearly three years. The benefits of multiuser are undeniable; it is more cost effective, and offers greater flexibility and utility. But until just recently, the marketing pressure to be compatible instead of being better, has blinded the industry."

**Q:** What do you mean?

**RC:** "Well, for example, the Motorola 68000 processor introduced 16/32-bit technology to the personal computer world a long time ago. It was fully capable of



**"A surprising feature is compatibility. Everybody talks about it, but nobody does anything about it."**

meeting high performance and multiuser design requirements in 1980. Instead of this trend taking off, most energy was spent promoting 8088/8086 products that

were clearly inferior from a technical point of view. This phenomenon leads me to believe that they will soon rewrite the old proverb: 'Build a better mousetrap and the world will beat a path to your door,' but only if they can find the way through the marketing fog."

**Q:** Are things changing now?

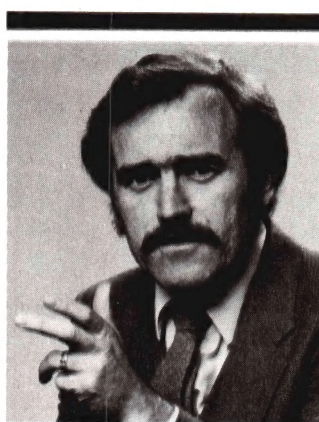
**RC:** "Yes and no. With the business world starting to take more and more interest in microcomputer solutions, the advantages of a solid multiuser system couldn't be kept hidden forever; companies like ours and a few others were beginning to make a dent. Instead of taking a fresh approach, some of the newest multiuser offerings will probably only give the technology an undeserved black eye! Multiuser is far more than the ability to plug in more terminals. It involves things like machine compatibility, fast processors, adequate memory, large storage capacities, backup features, networking, and operating system flexibility."

**Q:** Is this what makes the new Stride 400 Series different?

**RC:** "Exactly. That sounds self-serving, but it's true. Today a number of companies are introducing their first multiuser system. We've been building and shipping multiuser machines for almost three years. We know the pitfalls, we've fallen into some of them. But we have learned from our mistakes."

**Q:** Give me some examples.

**RC:** "A hard disk is almost mandatory for any large multiuser installation. Yet, backing up a hard disk can be a nightmare if you only have floppies to work with. That's why we've added a tape backup option to all the larger Stride 400 Series machines. It's irresponsible for a manufacturer to market a multiuser system without such backup. Another good lesson was bus design. We started with one of our own designs, but learned that it's important not only to find a bus that is powerful, but also one that has good support and a strong future to serve tomorrow's needs. We



**"The marketing pressure to be compatible instead of being better, has blinded the industry."**

think the VMEbus is the only design that meets both criteria and thus have made it a standard feature of every Stride 400 Series machine."

**Q:** What are some of the other unique features of the 400 Series?

**RC:** "A surprising feature is compatibility. Everybody talks about it, but nobody does anything about it. Our systems are completely compatible with each other from the 420 model starting at \$2900, through the 440, on to the powerful 460 which tops out near \$60,000. Each system can talk to the others via the standard built-in local area network. Go ahead and compare this with others in the industry. You'll find their little machines don't talk to their big ones, or that the networking and multiuser are incompatible, or that they have different processors or operating systems, and so on."

**Q:** When you were still known as Sage Computer, you had a reputation for performance, is that still the case with the new Stride 400 Series?

**RC:** "Certainly, that's our calling card: 'Performance By Design.' Our new systems are actually faster; our standard processor is a 10 MHz 68000 running with no wait

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